PLAYSTATION®2 MAGAZINE

PSM2

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PS3 BLOWN APART! 80

How much will it cost? When will it be released? ALL your PS3 queries answered in our six-page blowout, and, no, you *won't* need a new TV.

THIS MONTH YOU NEED TO READ...

FOOTY EVOLVES

PRO EVOLUTION SOCCER 5

The best PES yet – and we're the first mag in the world to play it. Share the joy by turning to page... 42

TEQUILA SLAMMER!

TOTAL OVERDOSE

Bikes! Burritos! Breasts! PSM2 goes south of the border with the first play of SCi's sexy Tex-Mex gun-fest. Head to page... 26

FOUR PLAY

FANTASTIC FOUR

It's clobbering time as the summer's *other* heroic FX-o-rama gets a PSM2-shaped hoofing . Mmm - virtual Alba... 54

NOT THE PROBE!

DESTROY ALL HUMANS

Pop heads, violate rednecks and make cows dance – then finish off any survivors with our huge guide. 94

YOU NEED TO WATCH...

ISSUE 65'S FREE DVD

NEW-LOOK LARA AND THE VERY WEIRD WOLF

Get first looks at Tomb Raider, Path Of Neo and King Kong... and a glimpse of Capcom's mental new wolf-based colour-em-up Okami. Feel your brain shatter! 07

Conte

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

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FEATURE
PS3 BLOWN APART
★ Well, not literally – but here's everything you need to know about PS3.

ACCELERATOR
14 **GUN**

REVIEWS
68 **CONSPIRACY: WMD**

ACCELERATOR
15 **WWE 2006**

REVIEWS
74 **PSYCHONAUTS**

REVIEWS
64 **PILOT DOWN**

ACCELERATOR
16 **STAR WARS**

ACCELERATOR
19 **LA RUSH**

FEATURE
PRO EVOLUTION SOCCER 5
★ The best football game ever game laces up for PSM2.

REVIEWS
77 **RAPALA PRO FISHING**

REVIEWS
76 **MADAGASCAR**

ACCELERATOR
24 **TIGER WOODS 2006**

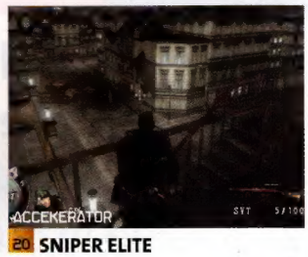
ACCELERATOR
28 **SPARTAN**

REVIEWS
72 **EVIL DEAD**

PSP REVIEW
38 **MIDNIGHT CLUB 3**

ACCELERATOR
24 **THE SUFFERING 2**

REVIEWS
FANTASTIC 4
★ Well, there *are* four of them – but as for fantastic...


ACCELERATOR
20 **SNIPER ELITE**

ACCELERATOR
22 **SHADOW THE HEDGEHOG**

nts

INSIDE THIS ISSUE!

REVIEWS
60 BIG MUTHA TRUCKERS 2

PRO TIPS
100 TEKKEN 5

REVIEWS
66 DEAD TO RIGHTS 2

16
REVIEWS
SSX ON TOUR
★ 'Board bored? Don't worry – the skiing sections are great, too.

PSP REVIEW
36 VIRTUA TENNIS

REVIEWS
70 BOMBERMAN: HARDBALL

ACCELERATOR
21 187: DRIVE OR DIE

REVIEWS
71 GUILTY GEAR ISUKA

26
ACCELERATOR
TOTAL OVERDOSE
★ Tijuana know how it plays? Note: pun not representative of actual game.

DVD REVIEWS
78 ALEXANDER

PS2 REVIEW
40 DEAD TO RIGHTS

ACCELERATOR
21 TRUE CRIME 2

REVIEWS
72 COLOSSEUM

PRO TIPS
94 DESTROY ALL HUMANS

EVERYTHING IN THIS ISSUE...

ACCELERATOR

Latest PS3 News pg12
Gun pg14
WWE Smackdown! Vs. Raw 2006 ..... pg15
SSX On Tour pg16
SSX On Tour... Extra! pg18
Spartan pg18
L.A. Rush pg19
Star Wars Battlefront 2 ..... pg19
Sniper Elite pg20
True Crime 2 ..... pg21
187: Drive or Die pg21
Shadow the Hedgehog pg22
Evil Dead: Regeneration pg22
The Suffering 2: Ties That Bind pg24
Tiger Woods 2006 ..... pg24

PSP

Formula One PSP pg35
Grand Theft Auto: Liberty City Stories pg35
Virtua Tennis World Tour pg36
Midnight Club 3: DUB Edition pg38
Dead To Rights: Reckoning pg40

REVIEWS

Fantastic Four pg54
Samurai Western pg58
Big Mutha Truckers 2: Truck Me Harder pg60
Batman Begins pg62
Pilot Down: Behind Enemy Lines pg64
Dead To Rights 2 ..... pg66
Conspiracy: Weapons Of Mass Destruction pg68
Bomberman: Hardball pg70
Guilty Gear Isuka pg71
Colosseum: Road To Freedom pg72
Psychonauts pg74
Madagascar pg76
Rapalla Pro Fishing pg77

DVD REVIEWS

Alexander pg78
The Interpreter pg79
The Machinist pg79
Dr Who pg79

PRO TIPS

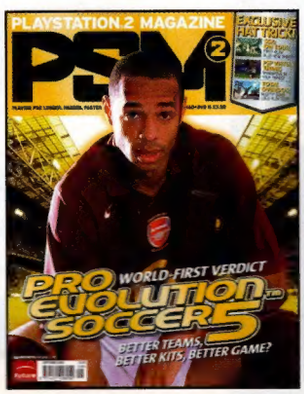
Medal of Honor: European Assault pg90
Batman Begins pg90
God of War pg91
Splinter pg91
Splinter Cell: Chaos Theory pg91
TT Superbikes pg92
Destroy All Humans pg94
Tekken 5 ..... pg100

FEATURES

Pro Evolution Soccer 5 ..... pg42
PlayStation 3 ..... pg80

REGULARS

On the DVD pg7
Letters pg8
The Truth pg86
Pro Evolution Soccer League News pg104
Pro Dojo pg106
Next Month pg108
Last Laugh pg114



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PSM2

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*Yes, we know he's really called 'Henri' - it's late, all right?

SONY'S PS3 DEMOS ARE FAKE. PSP GAMES ARE TOO EXPENSIVE. PHHHT... LET'S TALK PES5.

That's the rumour. Sony's too-good-to-be-true PS3 demos were just that – fake. The games were running on high end CG workstations and the PS3 doesn't even exist. Time for PSM2 to set the record straight. *Of course* they were fake. The some of the chips in the PS3 *don't even exist yet* (see pg78 for an eye-opening article on the potential price of PS3), but – and this is the key point – by the time the machine is ready for launch in December 2067 (a joke for the cynics, there – it's 2006 in the UK), it'll not only exist but it'll be brilliant too. The E3 demos were only meant to show what PS3 can do based on the 'too-good-*not*-to-be-true' tech specs. Let's face it the PS3 on display was probably full of moon rock but – honestly – would Sony be stupid enough to show something as amazing as Killzone on PS3 (News Exclusive: work on Killzone 2 on PS2 has been cancelled to focus on the PS3 game) to release something that looks like a sixth form design project a year later? And if *anyone* mentions *The Bouncer*, we'll brain 'em.

Here's another 'bombshell'. UK PSP games will probably be £29.99 (they're £20 in the USA). Oh, and UMD films will be £20 (when DVDs are cheaper and include loads of 'making of' extras). Once again – *of course*. Here in the UK, we *always* get the brown end of the toilet brush, and for all our bluster, *nothing changes*. Except this time, ironically, Sony have passed us the shitty end, but then *stepped in the toilet*. Turn to pg34 to find out how you can download full-price PSP games for free – not that would, of course, 'cos its *evil*. How is this possible. Because (get this) they've accidentally (purposely?!) made the PSP too brilliant.

But once again, *who cares*? We've played *PES5* and – ignoring the inevitable backlash from cynics and lovers-who-know-better but just wanted the first kiss – it's everything we wanted. Well, *almost*. PSP connectivity. Online play. Proper licences (but, er, not many). And *honestly* incredible. albeit subtle, gameplay additions. See pg42 for the 'World First™' verdict. In the words of PSM2 Staff Writer Nathan, "It's better than my dreams". Sure, they're probably dull as *toast*, but in these uncertain times, we'll take a boring idealist over a tedious cynic anyday. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not often. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

THE MATRIX: PATH OF NEO

Dodge this! Or actually, don't – because it's looking absolutely gorgeous.

TONY HAWK!

The Birdman himself chats about American Wasteland.

LATEST

Just in! The very latest of gaming vids...

THE MATRIX: PATH OF NEO

- ONIMUSHA: DAWN OF DREAMS
- KING KONG
- TOMB RAIDER: LEGEND
- FAR CRY INSTINCTS
- OKAMI
- BUZZ! THE MUSIC QUIZ
- SPYTOY
- EYETOY: KINETIC
- HARRY POTTER AND THE GOBLET OF FIRE

HANDS ON

See the best upcoming games in action...

JAK X

- BURNOUT: REVENGE
- STARCRAFT: GHOST
- CONFLICT: GLOBAL TERROR
- GENJI
- SHADOW OF THE COLOSSUS
- RATCHET: DEADLOCKED
- SLY 3
- 24
- EYETOY: PLAY 3
- SOUL CALIBUR 3
- MORTAL KOMBAT: SHAOLIN MONKS
- DEVIL KINGS
- GUILTY GEAR ISUKA
- YETI SPORTS: ARCTIC ADVENTURE
- CRASH TAG TEAM RACING
- HEROES OF THE PACIFIC
- AND1 STREETBALL
- PRINCE OF PERSIA 3
- 187 RIDE OR DIE
- TOTAL OVERDOSE

REVIEWS

Reviews for new PS2 games with commentary

DESTROY ALL HUMANS!

- CRICKET 2005
- BRIAN LARA CRICKET
- GUNGRAVE: OVERDOSE
- DELTA FORCE: BLACK HAWK DOWN
- MEDAL OF HONOR: EUROPEAN ASSAULT
- ANIMANIACS: THE GREAT EDGAR HUNT
- GOD OF WAR
- LEGO STAR WARS
- KILLER 7

PLAYSTATION 3

The first glimpses of amazing new PS3 games...

- TEST DRIVE: UNLIMITED
- STRANGLEHOLD
- KILLZONE 2

PSP

Pocket-sized genius on your TV.

- APE ACADEMY
- WORLD RALLY CHAMPIONSHIP
- VIEWTIFUL JOE: VFX BATTLE
- EVERYBODY'S GOLF
- LEMMINGS

SPECIAL

We talk to the boys behind...

- TONY HAWK'S AMERICAN WASTELAND

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

CREDITS: Find out who does what. And give them credit for it.

MORE NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. Next month we'll be featuring yet more of YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved. PLUS the latest games played to death!

QUOTE OF THE MONTH:
"I MEAN, IT'S NO CHIN..."

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the

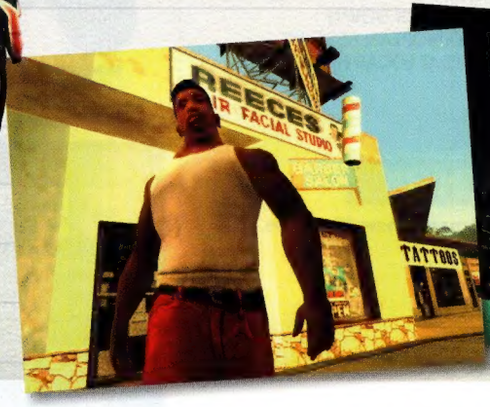
TALKING SENSE
"ALL VOICE ACTORS ARE, IN FACT, OVERPAID"

► **Dear PSM2,**

Apparently, the voice actors union has just embarked upon a pay dispute with the games industry. In my humble opinion, all voice actors are, in fact, overpaid, considering their astounding mediocrity. How many games could you cite as actually having good voice acting? My enjoyment of *MGS3* (phenomenal game though it is) was somewhat stifled by my girlfriend's laughter every time Snake's ridiculously over-the-top macho voice cut in – and that's one of the good games. Anyone who has ever, and I mean ever, played an RPG will be familiar with awful voice acting. Perhaps you could introduce a special award in 'The Truth' for the worst/best voice acting? And how about a head-to-head death-match between members of the PSM2 staff? Replace Robo-Mind with a monthly scrap on a randomly selected game. Dan Busters – D vs G – on *TimeSplitters 2*? Let's have a Premiership-style PSM2 games league dishing out points for success and derision for losers. Then we'll ALL know how good at driving games you really are when you review the next *Gran Turismo*. Anyhow, knowing nothing about games journalism, I should probably stop telling you how to do the job and let you get on with it.

Neil McCarthy, via e-mail

Off the top of our heads, *Grand Theft Auto* and *SSX* are good for voice acting, almost everything else is bad. Special mention to *The Getaway: Black Monday* just for being so relentlessly potty-mouthed. And *The Suffering*, which features *that* swear word in the second line. Well done. The PSM2 games league sounds like a decent idea, but we're really not sure we can cope with any more derision. Especially after an unnamed member of PSM2's so-far dreadful performance in the Future Publishing PES league. Still, keep those ideas for a Robo-Mind replacement flooding in... anyone? *Anyone*? Ah, we'll come up with something one day, we *promise* you.



SELF DISCIPLINE

► **Dear PSM2,**

I just bought the mag, turned to the letters page and my letter was there, which was nice. What was even greater was that your reply didn't involve calling me a psycho. Instead you chose to merely insinuate I have some anger problems which, to be fair, is true.

I've not really got much to complain about this month. Finished Uni, so I've just been bumming about playing *Pro Evo* tournaments all the time. It doesn't actually get much better than winning the King Nam the Second Championship (named after someone trying to work out what South Korean defender Kim Nam Il was actually called after half a bottle of whiskey). Actually, I will say something about this new Lara Croft thing. Does anyone actually care whether she's fit or not? Wait, let me rephrase that – does anyone who is under the age of thirty, not still living with their parents and doesn't call themself Thor the Destroyer on web forums actually care whether she's fit or not? Do they really?

Because, when you get down to it, she's a computer game character. And anyway, we usually spend most of the time looking at her back, which, last time I checked wasn't that attractive a feature of the human body. I mean, it's no chin. It makes me wonder, do people actually, how do I

GOIN' POSTAL

This is the corner reserved for our most special readers. The ones who eat crayons. The ones who's rooms are kitted out with nice padded walls. The ones who liked *Bloodrayne 2*. We 'love' them.

GEAR UP

I can't eat, talk, sleep or do anything without thinking about *Metal Gear 4*. Moira M, email

That must make life pretty tricky.

BALLS

If you want urban footie, go down to a field with your mates and a football. Jordan Widdop, email.

OK.

ONLY A GAME

Is there any particular reason that Snake on

MASTERS BAITING: Look at his *hair*, for flip's sake? Wouldn't you rather snog Ryu?

SPEAK TO THE TEAM AUGUST 12TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday August 12th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"DEADLOCKED? DO THEY EVEN KNOW WHAT THAT MEANS?"

say this, have a hand sandwich to computer games? There are six billion people on the planet and some of them are bound to be idiots, but do people actually get off on things that aren't real? It freaks me out – I mean, does the guy who works in GAME, when he isn't telling customers about the secret missions in some title we've never even heard of, spend time pleasuring himself to Daxter? Still, at the end of the day, they're better than anyone who works in Games Workshop. Anyway, I'm sure you're bored of my pretentious whining. F***ing Games Workshop. Stay Classy.

Matthew Power, email

Stopped taking the anti-psycho pills again, Matthew? Try a few more full stops next time. And no, we've never pleasured ourselves over a game – that's what the Cadbury's Caramel rabbit-lady is for, dumbass.

FEMME MENTALE

►**Dear PSM2,**

To everyone out there who thinks a woman lives in the kitchen – get stuffed! I've been playing games since I was six and I'm never going to stop! I mean, what's the big deal? Nobody tells blokes to stop liking motorbikes!

Babs B, St Helens

Babs rambled on for another two pages, but it only got more insane. Why would *anyone* tell blokes to stop liking motorbikes? Oh, and she also included a list of male gaming 'hunks' which is too long to print, but we'd say – good obscuro-choice of Shadow Of Memories' Eike Kush, but Ken Masters? Really? What's wrong with Ryu?

TOTAL CLANKER

►**Dear PSM2,**

Boo and hiss, say I, boo and hiss to the new *Ratchet* game. As I read through the article in issue 63, my confusion steadily grew. "Whaaaa? Where's his tail? Ehhhhh? Where's Clank? Whaaaa? Where's the exploration?" And so on. Deadlocked? *Deadlocked*? Do they even know what that means, or did they just call it that because it has the word 'dead' in it? You think all people want are 'mature' games, Mr Game Maker person? Well, here's a story for ya. Yes, I admit, I love 'adult' games. Blood, violence, war, it's all good. But eventually I get sick of Snake's so-deep-and-growly-it-might-as-well-be-a-bear's voice and tired of gang wars with CJ, and I just want to nestle down with a good, childish game like *Ratchet and Clank*, for a bit of a laugh.

Yes, I know you'll probably sell more games to kids who are trying to look hard by playing a game in the 'team-based deathmatch' genre, but at its heart *Ratchet* is a friendly title, and it's for that quality that us other gamers play it. 'Chuckle' at Ratchet's floppy feet, tail and ears. 'Chortle' at all the corny one-liners in the cut-scenes. 'Guffaw' at the massive guns that are in the game for the comedy value, mocking games that have massive guns to look hard. 'Titter' at the cartoony characters and enemies. See? A barrel of laughs is to be had every time you play *Ratchet*. And that will be taken, snatched away, say I, if it goes all 'mature'. So, please, listen to me, for I speak for all the other gamers like me who need a bit a light relief from the adult games once in a while. For *Ratchet 5*, bring back his tail. Bring back Clank. Bring back the platforming-based fun. Please, just bring back the laughs. That's the heart of the *Ratchet* experience.

Tom Corbett, email

Clank's still there, albeit dispensing Codec-style advice. He'll also flirt with Ratchet, pepper his speech with profanity and wear a provocative low-cut top. And Ratchet's going to have customisable haircuts and make the sexy with monsters for health and power-ups. Oh dear.

PHONE PSM2 WITH: A LILTING COVER OF THE SNAKE EATER THEME/ COMPLIMENTS ABOUT OUR HAIR

BOT CLEVER: 'Mature' Clank will smoke crack and turns hookers into chickens with the Morph-O-Ray.

MGS2 looks like he has got a thong on from behind?
Dan Bradley, email
Maybe to *you*...

DIRE STRAIT

Ooh, that's a nice, warm jacket, why are the sleeves the wrong way round?
Mr X, email
Because that's what fashion dictates.

HARD LIFE

There are so many things about life I don't understand.
Paul Lawrence, Staffs
Join the club.

LADY TROUBLE

You referred to the lovely lady as just 'lady'.
Michael Lawrence, Exeter
Yeah. We didn't think she was all that.

HOT TO TROT

My genitals are already searing hot.. Fantastic Mr Fox, email
We could've probably done without hearing that. Ever.

SUIK THIS

I'm talking to you, Mr *Suikoden*-hater.
Camilla, No Address
You're going to have to be more specific.

OH DEER

I don't really see the point in antlers.
Geoff Trevorson, email
It's something to do with mating displays.

PSPHEEVED

Why pay nearly 200 quid for a PSP when one can wait a few months for a PS3?
Miss B, St Helens
Because a PSP lets you play games in the bath. Obviously. What more does one want?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

E3 DOES IT: If you look like this you can get into E3. And these are the Gizmondo girls. Imagine what the PSP girls must have looked like.

THE BOOTH HURTS

►Dear PSM2,

For the past month, I've been reading about nothing else on the internet... I cant believe I missed the opportunity to go to E3! It featured *MGS4*, *Killzone 2* – and I especially like *Eyedentify*. That looks so good, actually putting your face in the RPG – it's like being the commander in *MGS*, only a little different. Anyway, now that I have finished ragging on and on I need to make sure I don't miss out on E3 next year. I don't care where it is, New York, Los Angeles... or New Angeles for that matter. HOW CAN I GET TICKETS for next year? I must go or else I might just burst.

Paul McAllen, email

Sadly, you're going to have to burst. You need to work in 'the industry' to get into E3, so your best bet's probably getting a job as a mascot, or wearing a thong and pretending to be a booth babe. Don't work for a mag, though – we spent the entire time sprinting between booths to see everything and drink ourselves to sleep at night. Actually we drink ourselves to sleep most nights.

FEEL THE GEAR

►Dear PSM2

The new *MGS* trailer was certainly surprising, and one of the funniest, things I've seen for a long time! You did fail to mention in your last issue, however, that Raiden does appear on the scene at the end again, and it may have been him in the main character chair. Personally, I think him and Snake will both reappear, maybe with a more mature Raiden this time. What do you think?

Rob, Staffordshire

As we said last issue, Raiden's definitely going to be in *Metal Gear Solid 4* – and Hideo Kojima thinks you're going love the flappy-haired whiner this time. That said, you're also probably going to get the chance to beat him up when you're playing as a guard. Brilliant, eh?

WRITE TO PSM2 WITH: PS3 OPINIONS! PLEASE! GAMES TO PLAY IN BED GOD OF WAR FAN FICTION RECIPES

►ASK THE PSM2 ROBO-MIND

Technical question? THE ROBO-MIND PRAYS FOR DEATH!

© Kobal

NET ME UP

►Dear Robo-Mind,

I have asked everyone I know with a PS2 this question, but none of them knew the answer. So I decided to ask Robo-Mind – how does net play work? I have so many games with network play and have read so many reviews saying how good net play is – but I've never had a chance to find out. Also, where do you get the internet adaptors from? No shops sell them.

Luke Burgess, email

Bzzt. Bzzzzt? BzzzZZZT! CLIKT! Naaaargh! I'm still here! Every month I pray that your witless queries will finally burn out my logic circuits, and every month I'm disappointed. I'd cry, but I'm a featureless glass dome with no tear ducts. Anyway, your best bet for a network adaptor is probably eBay, because they can be a bit tricky to get hold of in the shops.

LOVE ME DO

►Dear Robo-Mind,

I'm in love with a girl, but I don't think she even knows I exist. She works in the bakery down the road from me and I've bought so many Danish Pastries I feel like I'm going to burst, but she's never even smiled at me. Can you help? I feel... so... lonely.

Shane Welling, Milton Keynes

Whrrrrr... sadly, as an imperiously murderous collection of diodes, I do not contain any of the brain-chemicals that provoke the human emotion known as 'love' – so I'm probably not the best robot to ask. That said, asking her if she fancies her a coffee sometime might work. I'd say let me know how you get on, but I really don't give a monkeys.

NO SEX PLEASE, I'M A HOMICIDAL ROBOT

►Dear Robo-Mind,

A friend of mine recently showed me some pictures of a hidden 'sex' mode in *GTA: San Andreas*, but I've never seen it featured in your magazine. Can you tell me how to unlock it?

Kenny Rawlins, Hemel Hempstead

Bzzzt! Ignorant ham-brain! The 'sex' mode you're blathering about was present in an unfinished form in the early code of the PC version, but it didn't make into the final game, so it's only available on the PC as a 'mod'. It beats me why you're so desperate to see two polygon people swapping fluids anyway, fleshsack– it's not like they're real or anything. You can go on the internet for that sort of thing. Or so I'm told. Zrk.

TAP DANCING

►Dear Robo-Mind,

Which is the best multitap to buy?

Grant Anderson, York.

Squark! The robo-mind has no time to play games with others, because my inflappable robot brain cannot be beaten, but the PSM2 boys seem to do okay with Joytech's. You could buy the official Sony one, of course – it's just a bit more expensive. Phew – I think that's...

NEW 'RANG, M'LUD?

►Dear Robo-Mind,

Can you really use the PS3 pad as a boomerang?

Alf Tipsley, Staffs.

Piss off, meatling.

grand theft auto San Andreas™

RANTBAG

Your letters about the best game in the world. And its competitors...

Put The Keitel On

► Dear PSM2,

With *Reservoir Dogs* still nowhere on the horizon, how about a game based on the classic Harvey Keitel film, Bad Lieutenant? There could be a Bemani minigame where you tap the buttons to make him stagger around naked swigging from a bottle of whisky, and you could use the *Singstar* mic to 'do' his trademark bellow. Or a bonus mission called 'Show Me... Show Me With Your Mouth... Show Me How You... *[rest of this letter obscured on legal advice.]*

Nate Dumbledore, Inverness

Offhand, we can't think of a Harvey Keitel film that wouldn't be brilliant as a game. Mean Streets? The Piano? Monkey Trouble? Classics, all of them.

Bloody Big

Dear PSM2,

With *Hitman: Blood Money* on the verge of release, I've started to think how the series will change for PS3. Imagine totally realistic environments spanning massive distances, a huge city in which all the missions are based. Imagine *GTA: SA*, but 10 times bigger. With added features like those seen in the tech demo of *The Getaway 3*, the city would come alive. Joe Public will freak out and call the police if he sees you garroting your target down the middle of a back alley, making it even harder to achieve that elusive 'Hitman' status. Also, think of the even greater variety in which you could approach your missions, with options to infiltrate the building as an employee or climb onto the roof of the adjacent building to blow a hole in your target's head as they leave...

Chris Newman, via email

Except that an area ten times the size of San Andreas would a) Take three hours to drive across and b) Cost about six hundred million pounds to make. Pizza Shops don't render themselves, y'know.

Execute Plan B

Dear PSM2,

I've come up with a brilliant idea for the next *GTA* – executions! They'd work a bit like *Manhunt's*, except that the more brutal slayings (like cutting someone's hands off and shoving them up their own arse) would increase your rep and make it less likely that other gangs would attack your territory. What d'you think, boys?

Jonesy, Harrow

We think you're absolutely, baby-eatingly insane. Keep those chilling letters coming, everyone. Well, maybe a gnat's wing less chilling than this one. We've barely slept since we read it.

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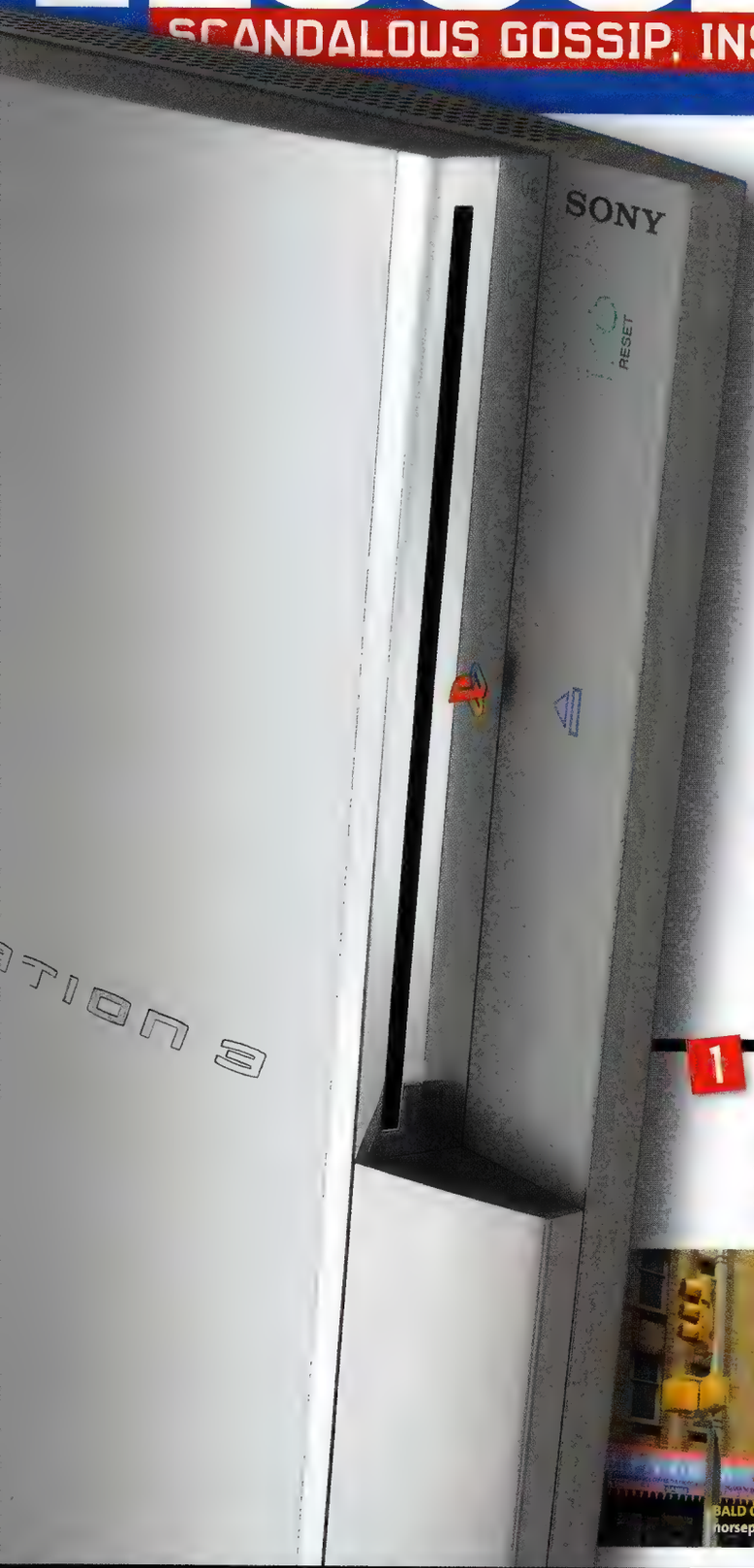
DOLBY PRO LOGIC II
PlayStation 2

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT



NEXT-GEN NOW!

PS3 is hitting its stride – and PSM2 can reveal the five biggest PS3 games that nobody's been talking about... until now.

You're no doubt aware of *Killzone*, *Gran Turismo* and the like, but a *huge* amount of brand new games are awaiting Sony approval for an airing on the world's most powerful console. It seems like anyone who's anyone in games has jumped ship, porting their in-progress PS2 epic over to PS3. Quickstyle.

And who can blame them? If the technical demos shown by Sony at their pre-E3 conference are anything to go by, PS3 is capable of so much *more* than just prettier graphics. With complex, realistic physics and hyper-intelligent AI at their fingertips, who knows what today's top developers will come up with next? The possibilities afforded by power + network are *endless*.

PSM RECKONS *Of the quite frankly overwhelming 40+ games on the way, we've picked five we think are especially promising, but expect just as much coverage for the rest as PlayStation 3 edges closer to its European release. The best is yet to come.*

1 2 DAYS TO VEGAS

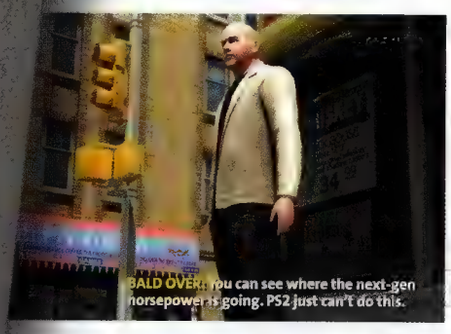
WHAT IS IT?

Absolutely amazing-looking third-person crime adventure set across multiple American cities during a single 48-hour time period.

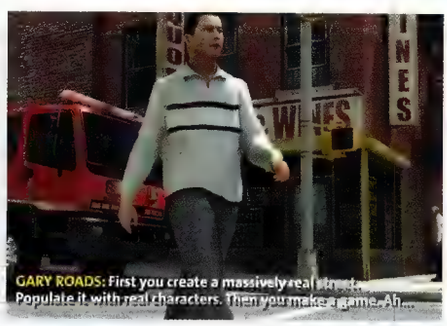
WHY SHOULD YOU CARE?

Just *look* at it. OK, so these may be slightly enthusiastic 'development screens', but with the beastly PS3 powering the thing there's no reason it won't look as good. The city environments are detailed and vast and, if the game offers sufficient freedom, this *could* be the machine's first answer to *Grand Theft Auto*.

PSM RECKONS *We have high hopes for this ambitious title. Hope they can get a game in there alongside the graphics.*



BALD OVER: ...ou can see where the next-gen horsepower is going. PS2 just can't do this.



GARY ROADS: First you create a massively real st... Populate it with real characters. Then you make a game. Ah...

THE GAMES SO FAR Only a madman would list every PS3 game in production... Ta da!

■ ***Killzone PS3*** **– The best-looking game at E3, but was it all pre-rendered?** ■ Metal Gear Solid 4 – Koj is back for the sequel we've all been waiting for. ■ **Devil May Cry 4 – We've only seen a brief trailer of the new Dante in action.** ■ MotorStorm – Amazing-looking bike/car rally thing. Very, very muddy. ■ **Demonik – Clive Barker-penned and Marvel-designed horror/adventure.** ■ FIFA 2006 – Will it be better than *PES* in the next-gen? Hmm... ■ **Vision Gran Turismo – Sony and Polyphony's ultra-realistic racing simulation.** ■ Formula One – Again, a racing sim so real it hurts. Looks impressive. ■ **Avalon – Set in a gritty near-future, this driving/shooting game is *epic*.** ■ Madden – One of the first next-gen games to be revealed by EA Sports. ■ **Dark Sector – Another early next-gen game. Dark, moody sci-fi stuff.** ■ Half-Life 2 – The genre-defining FPS that simply *must* come to PS3. ■ ***Medal of Honor: Airborne*** **– An FPS (natch) featuring a group of paratroopers.** ■ 6GUN 2 – Rubbish name, but this FPS (yes, another one) *could* be good. ■ **SiN 2 – Long-awaited sequel to the really rather fantastic PC original.** ■ The Darkness – Horror game about some bloke who keeps turning into a demon. ■ **Stranglehold – John Woo helms this stylish new martial arts game.** ■ 211 – Barely anything has been revealed about this film/comic/game combo. ■ **EyeDentify – Command a pair of sexy secret agents via your EyeToy.** ■ Fifth Phantom Saga – Play as a futuristic ghost hunter in

LET THEM EAT QUAKE: The visuals are gorier than ever and – trust us – that's going some.

QUAKE 4

2

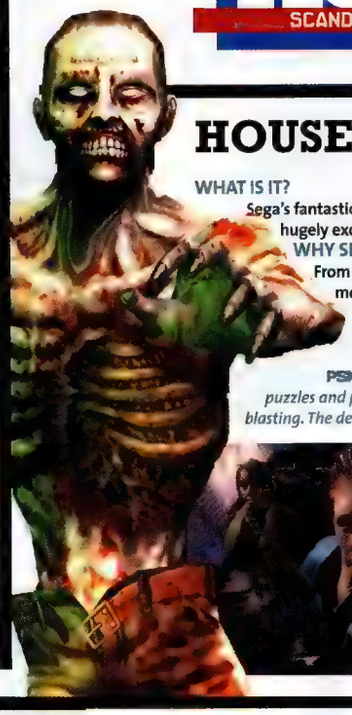
WHAT IS IT?
The gore-splattered sequel to id Software's now-legendary PC first-person shooter(s) *Quake*. It's been in development for absolutely *ages*.

WHY SHOULD YOU CARE?
Because it's *Quake*, fool. It has long been a benchmark for PC graphics performance and it promises to look its best ever in its first PS3 airing. Even better, this sequel is more than just a straight-up shooter. You can now control a squad, lending proceedings a tactical edge, and the plot ends where *Quake II* left off all those years ago.

PSM RECKONS *Shooting seven shades out of everything you see? Amazing environments and weapons? Sickening human/cyborg hybrid monsters? And graphics that would choke any other machine stone dead? Yes please.*

HOUSE OF THE DEAD 4

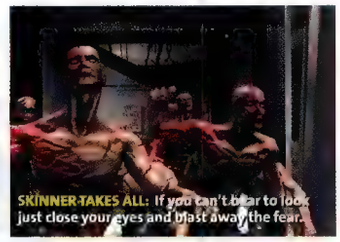
3



WHAT IS IT?
Sega's fantastic lightgun series goes all next-gen and, brilliantly, it has us hugely excited. Why? Because we like shooting up zombies.

WHY SHOULD YOU CARE?
From what we saw at E3, *House of the Dead 4*'s zombies are the most disturbingly realistic ever seen in a game, as are the filthy, dilapidated environments they inhabit. Given that zombie's aren't real (and even PS3 can't quite do proper realistic 'real') then it follows that PS3 CAN do the best zombies ever.

PSM RECKONS *While* Resident Evil *and the like piss around with puzzles and plot,* House of the Dead 4 *is all about shameless, overblown blasting. The demo we saw was filled with* actual peeled men. *Horrible.*


SKINNER TAKES ALL: If you can't bear to look just close your eyes and blast away the fear.

ALAN WAKE

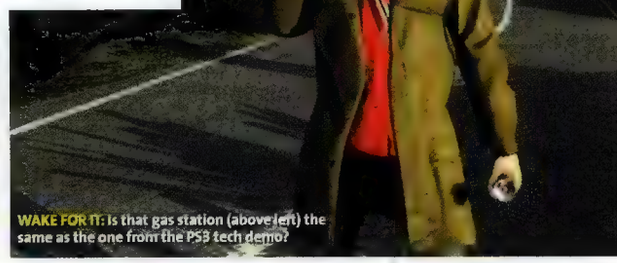
4

WHAT IS IT?
Pensive and moody psychological horror from the same team responsible for the equally-cheery *Max Payne*.

WHY SHOULD YOU CARE?
If you're a fan of *Silent Hill* and *Max Payne* then this is especially for you. *Alan Wake* is a mixture of the two and features some of the most amazing natural lighting and weather effects we've ever seen. Wake is a horror writer who can't sleep (A Wake, geddit?) and his books start coming to life and freaking him out. Which is as original a premise you're likely to see in a game.

PSM RECKONS *If you like your games dark, subdued and mysterious,* Alan Wake *is the PS3's first creep-out. It's also the perfect demo of what PS3 can do graphically. Terrible name, though. Alan!? Ha!*

SCARFACE: Alan has clearly got something on his perfectly rendered, million-polygon mind.


WAKE FOR IT: Is that gas station (above left) the same as the one from the PS3 tech demo?

SHINY MINOGUE: The whole game is a showcase of lush 'n' lavish lighting effects.

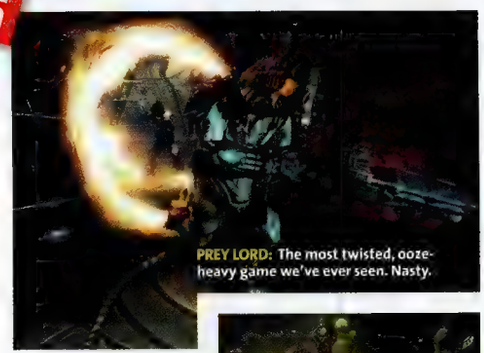
PREY

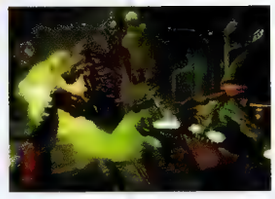
5

WHAT IS IT?
Head-mangling FPS from Godlike *Duke Nukem* developers 3D Realms. Fight off evil demonic children in an ever-changing, shifting game world.

WHY SHOULD YOU CARE?
Widely recognised as the best FPS at this year's E3, *Prey* turns the FPS literally on its head as you drift through 'planes', and so what was once the roof becomes the floor. Amazing weightless spacesuit action completes the madness. Novel and challenging. Or a confusing mess.

PSM RECKONS *Forget about the deep native American Indian stuff and focus on the alien abduction, gore, violence and general all round slimey weirdness instead.*


PREY LORD: The most twisted, ooze-heavy game we've ever seen. Nasty.



Sega's latest FPS. ■ **Heavenly Sword – Mythical Crouching Tiger-style martial arts action.** ■ Section 8 – Another futuristic FPS, this time with customizable levels. ■ **Psychopath – Film legend John Carpenter helped create this crime adventure.** ■ I-8 – Genius platformer developer Insomniac do war/sci-fi FPS. ■ **Infraworld – A mystery title by *Fahrenheit* developers Quantic Dream.** ■ Killing Day – Chaotic, action-packed FPS with amazing visuals. ■ **Mobile Suit Gundam – The popular Japanese anime becomes a game.** ■ Ni-Oh – Koei's samurai-packed historical adventure looks *stunning*. ■ **Omikron 2 – A sequel to the little-known, David Bowie-starring PC game.** ■ Possession – Another zombie game, but the twist is, *you* control *them*. ■ **Project Delta – Tactical FPS featuring a struggle between humans and aliens.** ■ ShadowClan – Ninja action from John Woo's new dev studio. ■ **Warhawk – Ancient PSone launch game gets the sequel treatment.** ■ Dirty Harry – Clint Eastwood's classic hard-boiled cop blasts onto PS3. ■ **Unreal Tournament 2007 – Gorgeous multiplayer-orientated FPS insanity.** ■ Indiana Jones – Lucasarts recently announced this next-gen Indy romp. ■ **Tracer – This secret online project has been in development for years already.** ■ Metronome – Bizarre Tim Burton-esque madness you can barely understand. ■ **Theseis – Mystical, lush-looking adventure game set in ancient Rome.**

YOU HANG, M'LUD?: Rescue your 'pardners' by shooting out the rope with a sniper rifle.

SHIELD OF DREAMS: Use human shields while escorting a coach full of whores. Yes, whores.

Developer: Neversoft ■ **Publisher:** Activision ■ **ETA:** Christmas 2005

LIVE BY THE GUN

Details of Neversoft's secret project have been scarcer than Pinder and Marsh's summer wardrobe. Until now!

We had little idea what Activision's latest title was going to be like. We'd heard rumours on the game-vine that it was going to be an FPS and... erm... that's it. The FPS rumour wasn't entirely true (it's third-person too) as we discovered within seconds of setting our eyes on Wild West shoot 'em down, *Gun*.

So what do we know now? Well, apart from looking like *Red Dead Revolver* younger and more handsome brother, *Gun* is using a huge free-roaming environment – a bit like *GTA*. The living city is full of gun-toting gangs ready to run you ... It's known at the drop of a ten-gallon hat. High-stakes poker games can be found in the local saloons. Or if shooting defenceless ... your bag, trot out to the vast badlands on your trusty steed, shoot a couple of buffalo and ride back to sell your freshly culled wears. Nice.

One thing is for certain, *Gun* is not for kids. The sight of cowboys being scalped by angry Indians will give little Johnny nightmares for weeks due to the brutality of the procedure. But to outweigh the grit and violence of the Wild West, the landscapes are positively beautiful. Sun-drenched skies engulf the distant mountains which are home to some of the most sparkling waterfalls seen on PS2. Even little touches like juggling a pistol in the air by shooting it, adds to the polished feel of *Gun*.

PSM RECKONS *With the action seemingly high-tempo throughout, Gun is shaping up nicely and looks set to be a surprise hit for the Christmas 2005 period. We'll have more news on this next month.*

WANTED FOR CRIMES OF IMPERSONATION

Any spaghetti western game, post *Red Dead Revolver* was always going to be scrutinised for similarities. But after Activision's PR's adamantly expressed that *Gun* was a "completely different game" to Rockstar's cowboy caper, we felt it duty bound to prove them wrong. Here's how...

SEPARATED AT BIRTH?

Look, minus the scars, *Gun*'s pistol-packing Colton is almost identical to *Red Dead Revolver*'s gunslinger Red.

WEAPONRY!

Six shooters and shotguns were always going to feature in a Wild West game, but gattling guns? That's just too much of a coincidence.

INJUNS!

OK, Colton from *Gun* gets to don the Native American garb himself, but *Red Dead* does let you play as an actual certified Indian. Ha. Take that, *Gun*!

SLOW MOTION SHOOTING!

It doesn't have the same Dead Eye targeting system, but there is a slow-down effect when reeling off a few rounds of hot lead.

■ Developer: Yukes ■ Publisher: THQ ■ ETA: Autumn 2005

GOING UNDERGROUND

WWE Smackdown! Vs Raw 2006 bury's the competition. Literally.

Remember in Kill Bill Volume Two when Uma Thurman was buried alive by Michael Madsen? Ever fancied doing that, but with Uma's slinky catsuit-clad form replaced by a sweaty fat man and Madsen swapped with, well, a different sweaty fat man? At last, you can simulate this most hideously traumatic of deaths on your PS2 and to chuckle about it afterwards with your victim over a cheese toastie and a mug of Vimto – all thanks to *WWE Smackdown! Vs Raw 2006*.

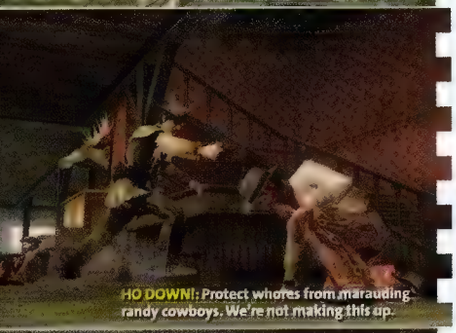
Yes, *SVR2006* sees the introduction of Buried Alive matches, the favourite bout of long-standing wrestling black-coated maniac, The Undertaker. Get your opponent, bash him about a bit until he's helpless, bung him in a coffin – handily placed at ringside – and then bury him alive in an equally-handily placed plot by the arena entrance. Skill, eh?

But that's far from the only update to this year's wrestlefest. The biggest change you'll notice when you get to play it lies in the improved AI. Last time round, good players could exploit weaknesses in the computer's tactics and win easily. Not so this year, when you'll find them much tougher to beat. Chuck in a momentum system that properly reflects the ebb and flow of actual 'real' wrestling, a stamina system that prevents people from cheaply performing the same power move over and over – their wrestler will get knackered and lose – finishing moves that range in power and effect and, of course, better graphics and an updated roster of over 60 grapplers, and Smackdown! Vs Raw 2006 starts to look very sweet indeed.

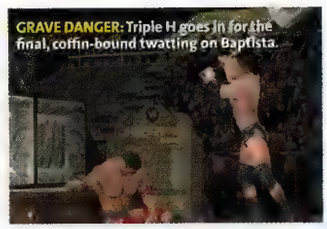
PSM RECKONS *We've not been told the roster of Superstars yet – though the pictures kind of give some names away – nor the details of the promised improved online mode. However, SVR2006 is already looking that much more polished than SVR2005 (PSM2#56, 85%) and, as such, wrestling fans should probably start oiling their pecs in anticipation.*

FANCY AN INDIAN?: Join the Indian tribe and scalp some rednecks.

COLLISION HORSE: It has some of the best horse physics we've ever seen.


HO DOWN!: Protect whores from marauding randy cowboys. We're not making this up.

CUSTER LITTLE BIT: Get caught up in the fight between injuns and Cavalry.


GRAVE DANGER: Triple H goes in for the final, coffin-bound twatting on Baptista.

KNEESY DOES IT: Improved collisions help the action feel much more meaty.

BLOOD U LIKE: At last Yukes have included the level of gore that fans have demanded from the beginning.

A BRIEF HISTORY OF BURIED ALIVE MATCHES

And it is a brief history 'cos there's only ever been three of them.

The Undertaker has appeared in all of WWE's Buried Alive matches, what with him being a 'Dead Man' with supernatural powers and all that. And he's never won any of them, despite them being *his signature bout*. Even allowing for him being a dead bloke, that's still pretty crap.

UNDERTAKER VS MANKIND, 1996

One of the most heated rivalries in WWE history led to the first ever Buried Alive match. It looked like the Undertaker was about to seal victory, but his evil plans were scuppered when Mankind's buddy the Executioner smacked him over the head with a shovel and then assisted in the burial. But then, after the act, his hand suddenly burst through the earth once again, kind of like the end of Carrie or something.

UNDERTAKER VS STONE COLD STEVE AUSTIN, 1998

Undertaker was about to bury Austin, only to be hit with Austin's signature move, the Stone Cold Stunner. Next thing he knows, Austin's run backstage and come back with a whacking great bulldozer. Undi's evil twin brother Kane then appeared, assaulted him, and stood back and watched as Stone Cold dumped 'Taker in the grave, and then bulldozed the earth over the coffin. Now that's harsh.

UNDERTAKER VS VINCE MCMAHON, 2003

Vince, despite being owner of the WWE, likes to get involved and a long-running feud with 'Taker led to him being destroyed in this Survivor Series match. After battering McMahon from pillar to post, Undi was – again – about to win, only for Kane to run out – again – and send him reeling. Cue Undertaker ending up in the ground – *again*. We don't understand why he keeps insisting on having these matches, really, he's *rubbish* at them.

Developer: EA Big ■ Publisher: EA ■ ETA: Winter

WHAT'S NEW IN... SSX

Are two planks better than one? Playing is believing, as PSM2 gets piste again...

We weren't convinced. We've loved *SSX* since the first game scored a whopping 94% back in PSM2#03 and the series has stayed consistently fresh while the likes of *Tony Hawk* go mental and jam in zombies on tricycles, but... well, skiing? That's for posho Barnabys, isn't it? Have EA gone mental? Well, that's what we thought until we *played* it, and on the evidence of early code, it looks like *SSX* will scale the heights once more.

In fact, if anything, the boys at EA Canada have – and we can't believe we're saying this – somehow managed to make skiing cooler than boarding. There's something about the way the skiers glance backwards over their shoulder as they flex their knees for a jump that's instantly endearing, not to mention how cool they look perching on one plank during grinds. Then there's the option to twirl your skis like drumsticks with the new Monster tricks, the new edge-of-screen blurriness as you hit terminal velocity and the ever-present allure of conking out innocent newbies en route to the bottom of the mountain. It wasn't possible to punch people on ski lifts in the version we played, but if EA can just sneak that in, this'll be the best boarder ever.

PSM RECKONS *THUG's already tried the street-level-reimagining angle, but SSX On Tour does it with acres more style, ignoring novelty missions and 'Jackass 'hilarity' in favour of underground visuals and a great big mountain. Nothing slope-shatteringly new, then, but brilliant just the same.*

PEAK PRACTICE

Like *SSX3*, the action takes place across one huge mountain, but this time the paths criss-cross as you blast down the slopes, enabling you to choose your own route in one thirty-minute descent. This is Higher Learning, one of the earlier courses.

WHO'S ON BOARD?

EA claim that every character from the previous games will return, but rather than picking one of them, you'll be given a selection of eight boy/girl characters to customise with kit en route to the coveted Mountain Rockstar title. Option to make them GTA-style-porky by quaffing fondue back at the lodge: unconfirmed.

GETTING SKETCHY

This little skull icon's part of your sketchbook – one of the many designs you can pick to personalise your 'boarder. Apart from lighting up when you get to full boost, it doubles as a recovery meter, tipping upside-down when you take a tumble and encouraging you to hammer @ to right it.

HITTING PEOPLE

Last year, the mountain was a lonely place – this year it's stuffed with other 'boarders. The slopes will be closed off during races, but Shred challenges see you weaving through crowds of slope-users – with the option to clout them on the way past and earn boost, natch. You'll even be able to swing by the nursery slope and clatter over-privileged children – though the option to impress girls with your grinding is, sadly, nonexistent.

99%

ON TOUR

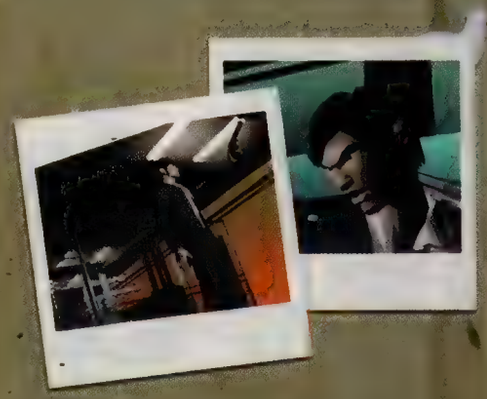
EXCLUSIVE SHOTS!

SKIING IS BELIEVING? **The race sections now compare favourably to *Burnout* – in speed terms, at least.**

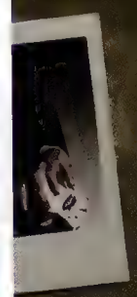
MONSTER MOMENTS

Those implausible unsnap-your-bindings-in-mid-air moments remain, but the Uber tag's been ditched and the control system's changed. Pulling off Monster tricks is now a simple matter of twirling or flicking the right analogue stick in semi-circles and hoping you've got enough air to avoid shattering both kneecaps.

'TURN OVER TO SEE MY PANTS'



"It's a blessing from the Gods... Ultra stylish and mysterious." **Cube**



Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

Developer: EA Big ■ Publisher: EA ■ ETA: Winter

SSX XTRA!

Dressing like a fashion victim is only half the battle...

Unlike previous *SSX* games, this one sees you take a new 'boarder from obscurity to fame, investing in bespoke salopettes and silly haircuts along the way. Medal Challenges - that's 'races' to you - return, but the best way to up your rep are the new 'Shred' challenges, which are unsanctioned trick events taking place at night. Get enough points, or handplant and grind specific bits of scenery, and you'll be invited to more prestigious events. You'll also add to your sketchbook, which is part of the game's new, 'underground' vibe -menu screens are all rendered in 'edgy' scrawl.

■ Developer: Sega ■ Publisher: Sega ■ ETA: Dates TBC 2006

SPARTAN: TOTAL WARRIOR

Want to maim two hundred bloodthirsty centurions in ancient Rome? You're in luck.

Creative Assembly, the developers behind the multi-million selling PC RTS, *Rome: Total War*, are about to unleash all kinds of screen-packed hell with their console title *Spartan: Total Warrior*. Rather than acting as an all-seeing God (pointing and clicking your troops to victory), *Spartan* throws you straight into the frontline of some of the most frantic battles ever seen on PS2.

With more than 60 different types of enemies, and up to 200 hundred of them on screen at any one time, we didn't think PS2 would be able to cope with such a task. But thankfully it can. As you're thrusting your sword into numerous bloodletting orifices, your murderous mob is animated individually as they go toe-to-toe with the enemy without a single drop in frame-rate. In fact things were so smooth that we could just sit back and watch in awe as our comrades went to town on the opposition without so much as a stutter. Great stuff. And it doesn't end there.

The lush landscapes throw up ancient ruins, rugged mountain terrains and most importantly, shit-loads of battling soldiers. With a mix of mighty swordplay and magic (think *God Of War*-style powers), *Spartan: Total Warrior* is marching through the action genre with the gusto of a Roman emperor. Only less camp, mental or dead.

PSM RECKONS *It was never going to be as compelling as Rome on PC, but Spartan is certainly shaping up to be a decent slash-em-up. We loved the amount of people on screen at once, and the way that areas are strewn with dead bodies as the killing progresses. In the gladiatorial, not Caligulan sense – thumbs 'up'.*

■ **Developer:** Midway ■ **Publisher:** Midway ■ **ETA:** September 2005

"I SAID *LEFT!*"

Forget the crappy arcade original – *LA Rush* is like *Midnight Club* grinding chrome with *Burnout* at 150mph on the sun-caked streets of Hollywood.

On one hand, it's Darwinism – a high-speed racer combining the best elements of its trailblazing forbears. On the other, it's a blatant rip off – splicing the destruction of *Burnout*, free-roaming streets of *Midnight Club* and the 'Los Angeles-*ocity*' (it's a scientific term) of *True Crime*. Midway have 'licenced' 350 miles of real LA streets, from Santa Monica to Downtown to Compton, plus over 30 rude, and fully destructible, vehicles. Above all, it's tight, fast and honest – which we'll take over half-baked innovation any day. Well, most days, but you get the point.

To distance it further from the – crappy but respected – arcade series, Midway have included a preposterous story mode, with over 80 races and events (with stunt challenges, underground lap races and cross town point-to-point races), as your character Trikz (ugh) tries to steal back his 'cred' from bad-ass magazine publisher Lidel Ray. Once again, it's unlikely to win any Oscars – unless there's a section with a handicapped bloke overcoming adversity in WWII – but creates a *vague* sense of attachment. Look, it's fast, playable and you can drive up ramps, smash cars and shatter the Hollywood sign. Phew.

PSM RECKONS *It's derivative like a sixth order simultaneous equation, but delivers honest arcade thrills, with a decent two-player mode and looks almost as good as Burnout, but with the twitchy freedom of Midnight Club. With less moonlight and neon. Good.*

■ **Developer:** Pandemic Studios ■ **Publisher:** Activision ■ **ETA:** October

STAR WARS: BATTLEFRONT 2

Play as a Jedi. Kick Darth Vader's ass. Get off with Princess Leia.*

Forget Episode 3, just for a minute. Sure, *Battlefront's* got Revenge Of The Sith locations like volcano-planet Mustafar, Utapau and the Corsuscant space battle. Yes, it's got vehicles like the BARC speeder and V-Wing. But, realistically, what's got us bouncing up and down like pop-addled toddlers at a Saturday matinee is the bits from Hope, Empire and Jedi.

Take the space battles, for instance. For the first time, you'll be able to hop in an X-Wing or TIE Fighter and dogfight through the skies for the chance to board an enemy ship. Once you're docked, it's time for a massive scuffle (12-a-side with real humans online) through the cramped corridors of a Star Destroyer, the Tantive VI, or the actual, real, Death Star. Of course, this might mean running into Vader himself, but not to worry - it'll also be possible to play as a Jedi at key moments, using selected powers like the force choke or (meh) healing.

PSM RECKONS *Looking good, but our biggest worry is this 'be a Jedi' stuff. Do they mean the good Jedi, like Windu and Yoda, or the rubbish ones like that beardy bloke with the pointy head and tentacle-face? And will it have a scene on Jabba's sail barge? You know what we're talking about...*

*No, not really.

YOUR LACK OF FAITH IS DISTURBING

Call us cynical, but after the recent assload of Star Wars-related disappointments, we want this one to be good. So come on, Pandemic - let's see the following...

Jabba The Hutt

Proper dogfights - like the classic X-Wing series'.

The chance to beat up Anakin.

"It seems Capcom's latest offering is destined to elevate gaming to new heights, purely due to it's sheer brilliance in terms of execution and innovation" **P2**

■ **Developer:** Rebellion ■ **Publisher:** Ubisoft ■ **ETA:** Mid September

SNIPER ON THE ROOF!

Sniper Elite takes a potshot. And explodes our balls.

Did you ever see that film Enemy At The Gates, with that Jude Law chap playing a Russian sniper, who spends his time lurking in dank, piss-ridden tunnels, hiding behind ridges and picking off soldiers with the ease of a nipper binge-scoffing M&Ms? It was a bit exciting, we think, and *Sniper Elite* is like that. You get a rifle, you get to prowl, and you get to shoot lots of people from very long ranges.

Set in 1945 towards the end of the great WWII conflict, you play an American sniper, sent into Berlin to prevent German atom bomb research falling into the hands of Russian forces. The big twist on the war genre is its attention to stealth. It's almost like Codename 47 or Sam Fisher dropped into a battered WWII battleground of crumbled debris. You don't wade out into open ground, screaming 'who wants it?'. Instead, you melt cunningly into the uneven, urban foliage, hugging cover like it was your sexy new lady friend.

The attention to detail is quite impressive. Numerous routes and tactics give you an array of options as you wriggle and crawl through a variety of secretive missions. Scouring hotpoints ahead with your binoculars is just as important as your sharpshooting skills. Spot foes hovering over the horizon, and you can either attempt to eliminate them through precision long-shooting (cue the 'Three Kings' bullet camera for dramatic effect) or you can use your smartass talents to out-flank them, gain a higher vantage point or set up TNT traps for big, big damage.

From what we played, the game appears to boast a dynamic battleground. Enemies adopt unpredictable tactics, tanks roll menacingly round corners, and rival snipers suddenly appear from puke-inducing rooftops. Its closeness towards real-life sniper combat means it's slow, methodical and tough, but extremely rewarding for those not frazzled by MTV attention spans. Essentially a stalker sim rather than a proper WWII shooter, fans of big hunts should get a kick.

PSM RECKONS *It's hard as nails and likely to frustrate gung-ho types, but still looks like being a fun and atmospheric rendition of sniper warfare. The addition of a split-screen co-operative mode and online shoot-outs should help raise the tension bar to new levels too.*

SNIPE FOR THE PICKING: Shooting in secure areas can raise alarms.

BACARDI AND SCOPE: Hold your breath to allow for more accurate shooting. Or have a drink. *Mentally.*

ONLY THE PRONE-LY: You need to consider gravity and wind when taking longshots.

SHOT IN THE PARK: Tackle tanks by shooting them in the petrol cap. You'd think they'd learn, eh?

THE SHOT TANK REDEMPTION: Use overhead explosions to mask the sound of your own gunfire.

SNIPER ELITE REMINDS US OF...

Sniper Elite ain't too much like your bog-standard WWII shooter. In fact, it worms in influences from quite a few places, we'll have you know...

HITMAN SERIES
Lots of pre-meditated planning, body hiding and alarm raising

SPLINTER CELL SERIES
Lots of waiting around, infiltrating and hiding in very, very dark places

THE GREAT ESCAPE
Lots of tum wriggling and throwing stones to create diversions.

SILENT SCOPE SERIES
Lots of peering down rifle lenses and taking off heads

DEER HUNTER SERIES
Lots of stalking about and filling unsuspecting prey wit' lead

A DAY IN THE LIFE OF...

MARCUS REED (FROM TRUE CRIME 2)

"Hello, I'm Marcus Reed, star of True Crime 2: Streets of New York. I'm here to talk about how I use subtle methods of persuasion to get people to speak, and not those awful methods of torture that the developers have built into my latest game in a nod to The Punisher. No. Never."

TUESDAY 12.31 PM
LOCATION: CITY BAR
Case: The tip-off led me to a busy city centre bar, where the owner was reluctant to talk. I politely reminded him that God frowns on folk who tell porky pies, which did the trick nicely. Even more oddly, he promptly fell back and head-butted the bar, shattering a row of bottles which he repeated to head-butt **without encouragement** for at least 15 minutes.

FAO: POLICE CHIEF

TUESDAY 10.48 AM
LOCATION: MEAT PACKING DISTRICT
Case: I was called in to grill a suspect about a disturbance downtown. He wasn t that keen to talk, so I politely reminded him of the importance of the case and he was happy to provide some clues. Poor feller had an accident later, too, where his entire body accidentally fell into a meat grinder for ten minutes. Now that s just clumsy.

TUESDAY 15.56 PM
LOCATION: BOILER WORKS
Case: The final suspect was also a bit coy, I had to explain that I d definitely phone his mum and say that he smoked, drank and looked at pictures of ladies wearing only their bras if he didn t co-operate. Which he did - shortly before tripping up, catching his keys on the furnace door and accidentally popping his entire head into the flames. Unlucky.

SHOCK! UBISOFT MAKE GRAPHICS BREAKTHROUGH!

Can you tell the difference? Computer's nowadays, eh?

At last! It looks like Ubisoft have broken the final frontier of CGI rendering with these latest images from their actually-quite-good-racer *187 Ride or Die*. While other games struggle to make human beings look, well, human, these latest renders are virtually indistinguishable from their real-life counterparts. Behold...

Ubisoft have taken this poorly lit, angular photograph of a real lady who looks a bit like a Maris Piper on a film set and used the power of PS2 to turn her into...

... a curvy, entirely computer generated, glamour model, with lustrous lips, silky hair and a shiny pink bra. Thank you PS2! All hail the Emotion Engine! Sorry? *Real*? We'll be the judge of tha... look! A meteor! Run!

WIN TERRY BOGARD'S HAT! PLEASE!

Once again, that 'once in a lifetime' chance to win to win the hat of a 2D legend. Look! *Everyone* wants one.

We've had loads of entries for our competition to dress up as a videogame character and win Terry Bogard's hat. *Loads*. But just to be on the safe side, here it is again: dress up as a game character – quite literally anyone, like that bearded gypsy from *Haven* or those funny aliens from *Ratchet And Clank: Reloaded* that wave at each other – take a picture, and send it to us at the usual address to win Terry Bogard's hat. Well, *hat(s)*. Plural. We've got 50 to promote the brilliant *King of Fighter 2003* and *2004* so send us a picture of yourself dressed up as a games character and we'll pop one in the post. In fact, give us the address of someone who'd benefit from a shiny red hat worth £5.99 and we'll probably send them one anyway.

Seriously, get dressed up. Send us a picture. It could be the start of a blossoming 'reality-TV' style career like Nasty Nick or that Geordie girl on TVX. (Or is it the Fantasy Channel?) Anyway, just cover your face in soil, wear a dirty sock like a bandana and pretend to be Solid Snake. Or encourage your girlfriend to dress like Sophita from *Soul Calibur*. Or Kratos. Or something. In fact, if we get enough entries, *we'll* dress Andy like Kratos and print the pictures next month. What more encouragement do you need? Entries to "No! I'm Terry Bogard!" at the usual address. *Please*.

8 x Thursday, February 3, 2005

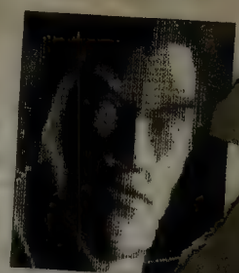
Kun Lan Launches Wave of Terrorist Att

REPORTS confirmed today that the evil underworld mastermind *Kun Lan* is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.

Using a virus that transforms ordinary people into 'Heaven Smile' – *walking timebombs that seek out the nearest humans and self destruct* – Kun Lan has promised that his war of terror will continue until all the World's nations are under his control.

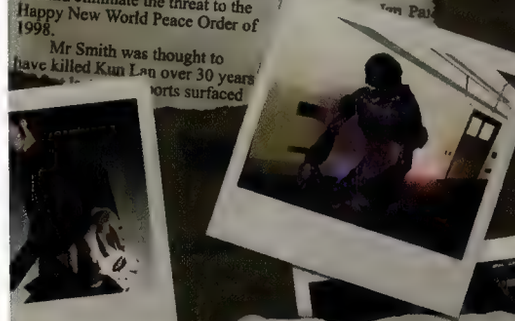
In response to the threat, the governments of the World have turned to the 65 year-old Harman Smith and his team of professional assassins – *the killer7* – to seek out and eliminate the threat to the Happy New World Peace Order of 1998.

Mr Smith was thought to have killed Kun Lan over 30 years [illegible] orts surfaced



Angry: Kun Lan

government to N[illegible]



"It promises to be something rather special... embrace and relish this refreshingly original slice of leftfield gaming."
NGC

Developer: Sonic Team Publisher: Sega ETA: Winter 2005

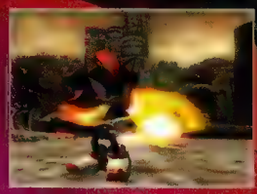
SHADOW THE HEDGEHOG

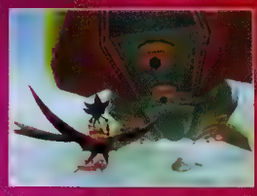
Sonic takes a backseat as his gun-toting clone Shadow hedge-hogs the limelight.

Yes, Shadow's got a gun. In fact, Dr Eggman's (nee Robotnik's) Sonic clone, is packing more heat than a radiator convention. Yep, *Shadow* might play the same way as *Sonic Heroes* (linear 3D landscapes and twisting corridors) but this prickly mammal can blow things away with pistols, Uzi's and rocket launchers.

Top of his hit list, depending on which good/evil path you take, are the G.U.N. army or a host of starfish-like floating aliens. Y'see, Shadow faces a moral dilemma and it's up to you whether you do the right thing (like wiping out aliens and inheriting Sonic as an AI sidekick) or go gun-crazy and shoot down the army thus teaming up with the space invaders.

PSM RECKONS *While the core of the classic Sonic games is here (speeding through mazy levels) the gunplay's an intriguing addition – even if it makes our inner child shrivel like a raisin. Brave? Hugely. Brilliant? More soon...*





CRAZY HOG: Defeat the evil aliens by whatever means necessary. Like gunning them. With a gun.

WIN! GUNGRAVE STUFF!

Complete your sort-of-dead vigilante memorabilia collection with a load of game-related gear!

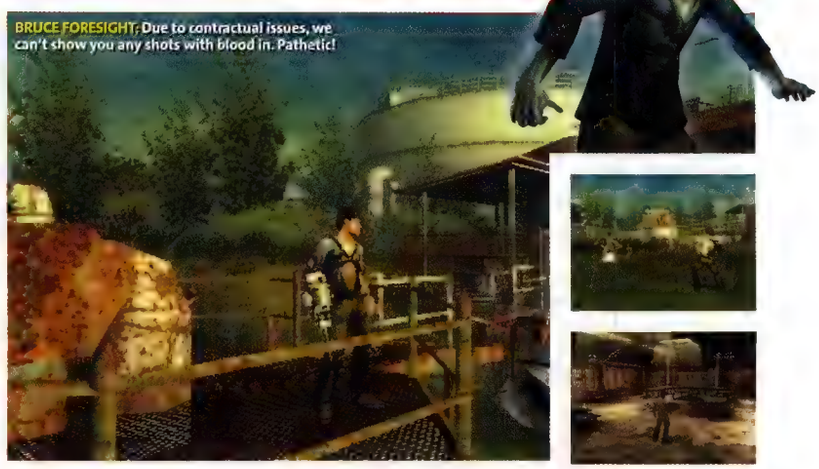
We might only have given *Gungrave: Overdose* a reasonable 71% last issue, but look at it this way – it's *easily* the best game this year to let you smack people with a coffin. And the second-best to let you shoot people with an electric guitar. So it's with great pleasure that we give you, our loyal readers, the chance to win some exclusive 'Grave kit.

Ten lucky, lucky people will win the game, the Gungrave TV series – which only features Grave in about one of every six episodes – on DVD, a T-shirt with Gungrave's truck on it and a visor to keep the sun out of their eyes while they're thinking about Gungrave. We've also got 50 sets of Gungrave dog tags, which are exactly the thing to complete your Gungrave outfit – as long as you've already bought the coat, hat, guns and coffin of course. And to be in with a chance of winning all this Gungrave related finery? Why, all you need to do is answer the following almost entirely, and quite fitting, *Gungrave* related question:

Which of the following characters does *not* appear in *Gungrave: Overdose*?

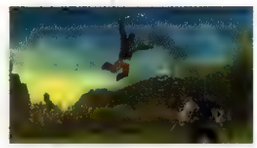
a) Beyond The Grave
b) Rocketbilly Redcadillac
c) Windsor Davies

Entries To: It's All Gravy, PSM2 Magazine, 30 Monmouth Street, Bath BA1 2BW.



BRUCE FORESIGHT: Due to contractual issues, we can't show you any shots with blood in. Pathetic!

Developer: Cranky Pants Publisher: THQ ETA: October 2005



EVIL DEAD: REGENERATION

Third time lucky for shovel-jawed Bruce Campbell?

After two dreadful 'interpretations' of the Evil Dead franchise (*Fistful Of Boomstick* and *Hail To The King*), THQ have switched development teams, got Sam Raimi on board and gone all-out for this alterno-take on Ash's further adventures. And what's their big gimmick? A midget sidekick. The innovation doesn't stop there, though. Firstly, the midget's voiced by Ted 'Sam's brother' Raimi, with some of the most robust swearing since Joe Pesci's screen test for Football In The Groin 2: This Time It's Nail-Studded. Secondly, you can kick him into things – like puzzles, basketball hoops or monsters' mouths. Thirdly: no, actually, that's it. The rest's the typical blend of shooting, chainsawing and slightly limp death moves. Who's laughing now? Erm, not us.

PSM RECKONS *It'll take more than the Necronomicon to resurrect this one, but at least the Evil-inspired Raimi-cam impressed us. The shooting's, like, OK. Sort of. And it's almost funny. And definitely quite brutal with some athletic close kills. Not in the Devil May Cry league, though.*

SEVEN KILLERS, ONE MIND

Kun Lan Launches Wave of Terrorist Att
REPORTS confirmed today that the evil underworld mastermind *Kun Lan* is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.
Using a virus t forms ordinary people int Smile' — *walking timeb seek out the nearest humans and self destruct* – Kun Lan has promised that his war of terror will continue until all the World's nations are under his control.
In response to the threat, the governments of the World have turned to the 65 year-old Harman Smith and his team of profess assassins – *the killer7* – t out and eliminate the threa Happy New World Peace Order of 1998.
Mr Smith was thought have killed Kun Lan over 30 last year repor
Kun Lan
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"Stylish, slick, smooth and sexy - this is going to blow your mind"
Official PlayStation 2 Magazine
PlayStation 2
killer7
18
GAMECUBE

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18

PlayStation 2

NINTENDO GAMECUBE

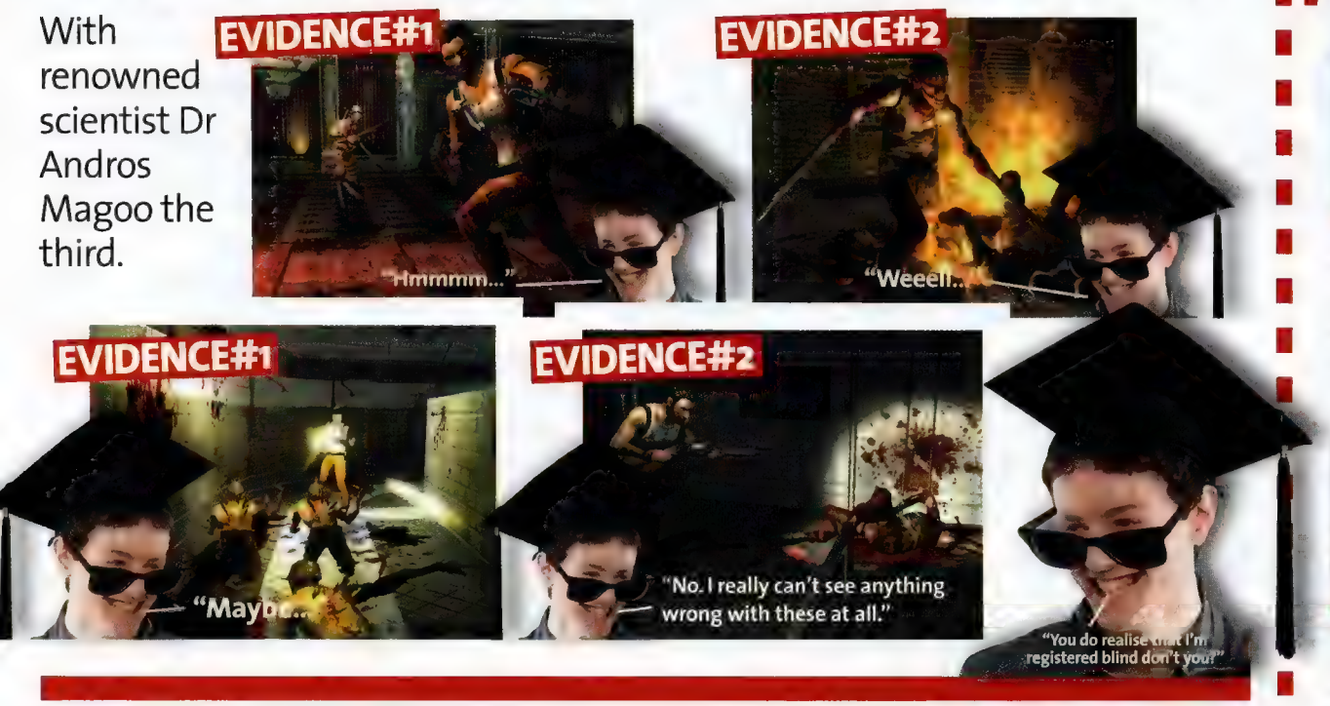
CAPCOM

www.killer-7.com

■ Developer: Midway ■ Publisher: Midway ■ ETA: September 2005

IS THE SUFFERING: TIES THAT BIND THE GORIEST GAME EVER?

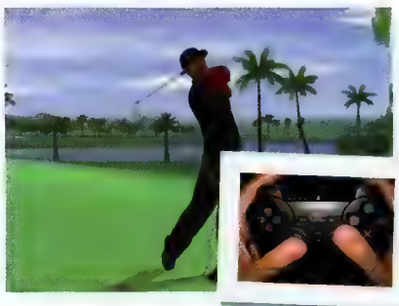
With renowned scientist Dr Andros Magoo the third.



■ Developer: Electronic Arts ■ Publisher: Electronic Arts ■ ETA: October 2005

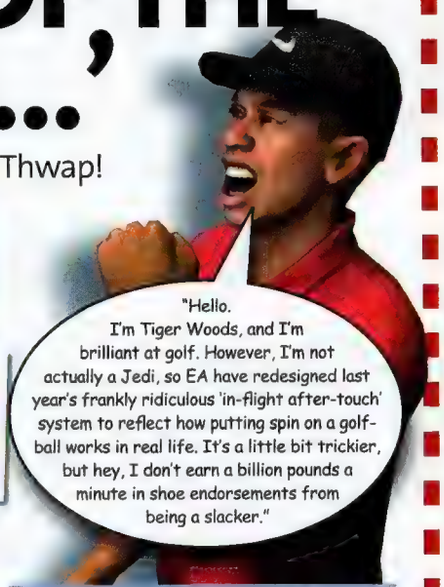
'I'M THE KING OF THE SWINGERS, OH...'

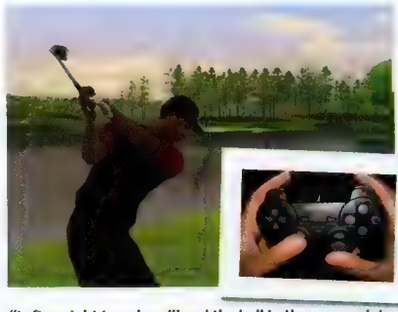
Golf course VIP Tiger Woods shows us his redesigned swing. Thwap!



"Want the ball to roll on? Simply shove the right stick forward to apply top-spin. The effect starts to wear off though, so take your shot as fast as possible."

"Want the ball to roll on? Simply shove the right analogue forward to apply top-spin. The effect starts to wear off even if you keep the stick pushed forwards,


"Hello.
I'm Tiger Woods, and I'm brilliant at golf. However, I'm not actually a Jedi, so EA have redesigned last year's frankly ridiculous 'in-flight after-touch' system to reflect how putting spin on a golf-ball works in real life. It's a little bit trickier, but hey, I don't earn a billion pounds a minute in shoe endorsements from being a slacker."



"Left or right tweaks will curl the ball in the appropriate direction, reducing the chances of me slicing it into the water and sploshing about like an idiot."

"I don't have a caddy to whisper putting tips to me any more, but I *do* have super Woods-O-Vision which shows me exactly the shot I need to take."

"And then...hey! This isn't me - and it isn't even one of the new players, like V.J. Singh. It's old Jack Nicholson! Hey! I *love* One Flew Over The Cuckoo's Nest! Etc."

Accelerator extra

CRAZY FROG RACER

It was inevitable. Now while you listen to your ringtone and fiddle with your action figure, you can play the *Crazy Frog* videogame. Only a logo has been revealed but we imagine the game involves him racing around on an invisible moped going 'bing'.

HITMAN MOVIE

Mumbling, acting cueball Vin Diesel is set to star in a film adaptation of Edios' *Hitman*. Quite how they saw fit to cast a bronzed adonis as a wiry, beady-eyed skinny man beggars belief. We're 90% sure it'll chew bag.

MORTAL KOMBAT: SHAOLIN MONKS

Midway's new story-led *MK* lets you lead either Liu Kang or Kung Lao (depending on your good/evil orientation) on a quest of martial arts. Along the way old buddies Scorpion and Sub-Zero will teach you moves.

GAUNTLET: LEGENDS

Another 3D remake of the classic top-down hack-and-slash adventure. This time it'll feature *Baldur's Gate*-style 'RPG light' elements, online co-op mode, six character classes to choose and an advanced combat system.

KILLZONE 2 CANNED?!

No, not the superb PS3 demo we've been enjoying over and over again (check this month's DVD), but the planned PS2 game. Sony have decided to put all their efforts into the upcoming PS3 effort instead. Good.

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TOTAL OVERDOSE

Guns! Girls! Exploding chickens! Say 'Hola' to Total Overdose – the *loco* new action game that makes San Andreas look like a *documentary*...

GUNS!

From pistols and baseball bats to rocket launchers and machine-guns, you're never short of devastating weaponry in *Total Overdose*.

GIRLS!

Not only are the women in *Total Overdose* sultry, sexy and voluptuous, they're also packing serious heat.

THIS IS JUST THE BEGINNING!

Obviously aware that they have something really rather special on their hands, *Total Overdose* developers Deadline Games have already announced a sequel. It's also their first 'proper' game after a slew of PC-only adventure titles that never really got them noticed. When you look at the technically-accomplished *Total Overdose*, it's a complete surprise. *Total Overdose 2* is expected to arrive on PS2 sometime during 2006.

VEHICLES!

Sick of running around or out of ammunition? Then 'borrow' a set of wheels and cause some wanton vehicular mayhem.

EXPLOSIONS!

Pretty much everything in *Total Overdose* has a habit of exploding, giving you ample opportunity to blow enemy dismissively in slow motion.

HATS!

The ultimate insult to a Mexican is to steal his hat, so before you waste an enemy, swipe his sombrero and gun him down. Stylish and rude!

Just look at those screenshots. It's a man surrounded by girls in skimpy swimwear leaping through the air in slow-motion and firing a machine gun. It's everything we ever dreamed of. It's shameless, violent and gloriously overblown. It's stupid, it's daft, it's completely superfluous. And we *love* it.

But what is it? Well, it's a game that takes elements of *Max Payne*, *San Andreas* and *THUG*, whacks them in a blender and hits 'frapé'. The slow-motion acrobatics are more elaborate, the missions are twice as action-packed as Rockstar's opus and it's backed up by an over-the-top combo system that lets you chain together kills in grim fandango of death.

OK, so it doesn't have the freedom or the sandbox potential of *Grand Theft Auto*, but *Total Overdose* is all about the missions. Unhinged, preposterous missions made up of car chases, far-fetched stunts, Matrix-style shootouts and all kinds of irresponsible destruction.

It's not trying to mask the fact that it's clichéd – it *embraces* it and exists to merely *entertain*, not to break new ground. The developers are huge film fans and it shows, with ideas from Robert Rodriguez' Mariachi series and From Dusk Till Dawn being liberally 'borrowed', especially the cutscenes which make The Matrix look like an episode of The Bill.

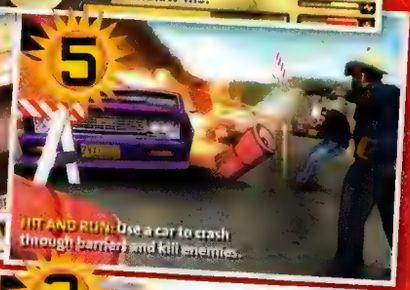
If you like your games fast-paced, action-packed and utterly, utterly preposterous, *Total Overdose* will fill your fun taco with thick, meaty, joy chili. It's outrageous, bare-faced entertainment and we can't wait to get our hands on the finished article. Muy bien, hombre!

HOW IT ALL WORKS...

Behind the idiotic exterior lies a game of opportunities, complex power-ups and loco-nuts ultra-action.

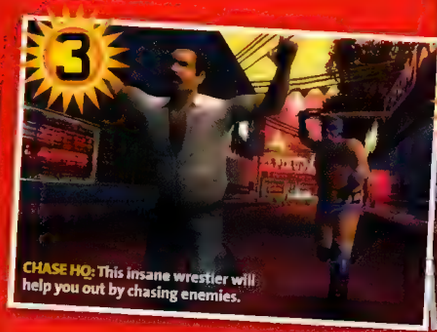
VEHICULAR HOMICIDE

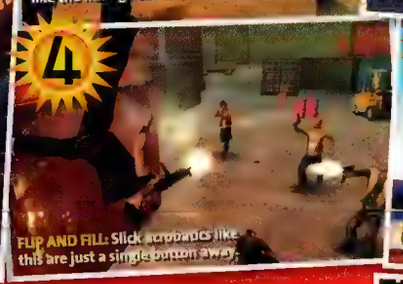
A vehicle is just as good a weapon as a gun. Drive towards something, hang out, leap away and watch it burst into flames and explode. Any car you see on the street can be nicked and driven including vans, cars, lorries and forklift trucks.



LOCO COMMOTION

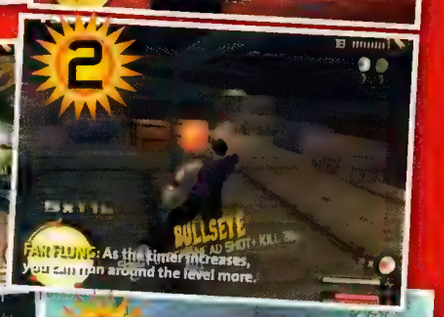
Accumulate enough points (by performing combos – see below), you unlock loco moves that are, as the name suggests, a bit special. One of the best, El Mariachi, lets you storm around with a pair destructive guitar case/gun combos.





COMBO HARVESTERS

When you kill someone, a meter starts ticking away at the bottom of the screen. Kill someone else before it finishes its cycle and you rack up a combo. Theoretically, you can charge through the level in one continuous cycle of death.



BORN FREE

It's not all missions – there's a free-roaming element too...

It's not on the scale of *Grand Theft Auto*, but there's a *lot* to do in the sprawling city that serves as *Total Overdose*'s centrepiece. Between missions you can roam freely, stealing cars, getting up to no-good, nicking hats and engaging in a series of side-missions that yield weapons and loco moves for use in the main game. These mini-missions are mostly timed or point-gathering challenges and prove a welcome distraction from story mode.

SIX REASONS WHY TOTAL OVERDOSE WILL BLOW YOUR MIND

ACROBATICS

You can run up walls, perform backflips, dives and rolls and catch enemies' hats before their bodies hit the ground...

HUMOUR

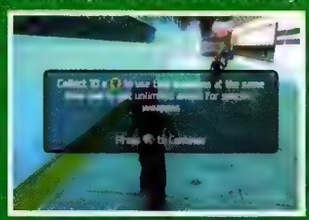
The game never takes itself seriously and so is full of drug barons, busty women, bumbling bandits and cocky criminals.

STUNTS

In a vehicle or on foot, the game is *full* of outrageous Hollywood stunts – sliding down zip-wires being a prime example.

MUSIC

The developers hired Mexico's finest hip-hop artists to record the soundtrack which compliments the action brilliantly.



UPGRADES

As you play you collect tokens that help increase your skills including dual-wield guns and improving your slow-mo diving.

LEVELS

It's so varied and colourful, taking you from jungle environments to cities to the desert to mountains and back again.

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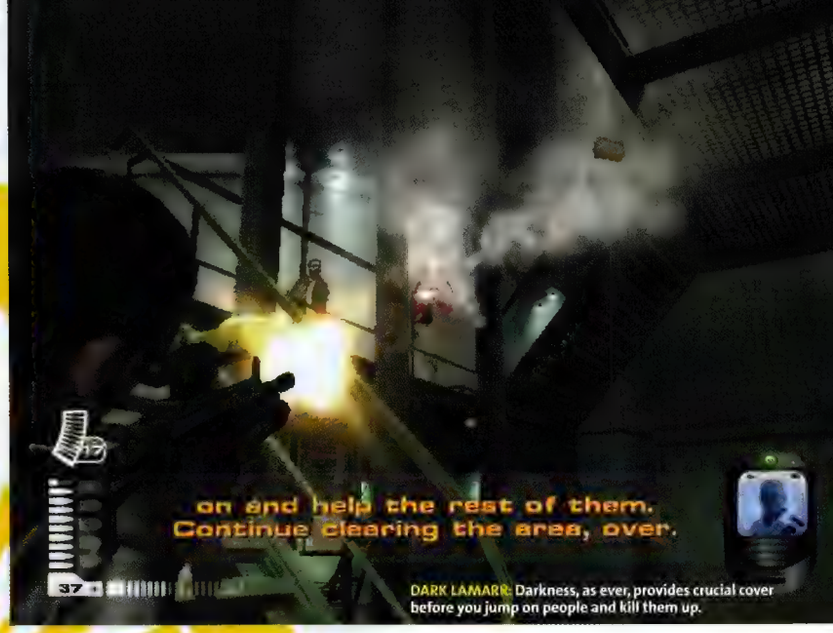
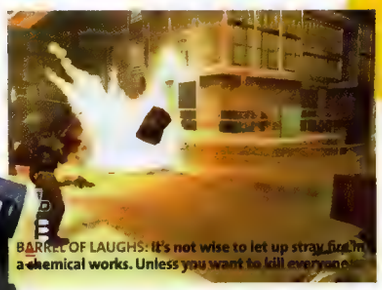
WITHOUT
WAR
WITH
With real terrorists



DARK LAMARR: Darkness, as ever, provides crucial cover before you jump on people and kill them up.

Dear Sir or Madam, the Avenging Murderers Of Merciful God PLC have selected your premises for a terrorist attack on Monday. Shocking atrocities will kick off at 7.30pm for 8pm and dress is smart casual. Furthermore, capitalist dogs, you have been pre-authorised for a platinum credit card at just 98% a.p.r – simply dial the 0800 number below! Hurry, as this offer expires when you do. Yours not-very sincerely, Derek 'Fist Of Heaven' Spinks-Dabble-Dibble, CEO.'

Terrorist attacks with polite and adequate warning rarely go well. The bad men tend to avoid them. So it's your job here to make sure a sudden, terrible and entirely unexpected attack goes badly. For the terrorists, that is. But how will you know what the hell is happening? *Without Warning* is highly unusual in providing six playable characters, so you see the story unfold from multiple viewpoints. It's also confined to a single location – a sprawling chemical works somewhere on the West Coast of the US – and takes place over 12 continuous hours. The result is a game with many overlapping strands, events you'll see through the eyes of several people with very different needs and goals. Instead of stringing together lots of little fights, this game dips into one big one in various different ways.


BARREL OF LAUGHS: It's not wise to let up stray fire in a chemical works. Unless you want to kill everyone.

IT'S UNDOUBTEDLY SHAPING UP TO BE A HIGH-ACTION, HIGHLY ACCESSIBLE SHOOTER.

First, a few basics: you don't choose which person to control and nor will you travel in large groups – there are enough squad combat games around right now and *Without Warning* doesn't need to go there. In fact, while it's undoubtedly shaping up to be a high-action, highly accessible shooter, its main influences actually come from somewhere other than games. It's episodic, it leaves you with cliff-hangers as it cuts from one character to another, it jumps around within its timeline as we follow new story strands. Sound familiar? Anyone who's followed Jack Bauer's even-less-fortunate-than-John McClane exploits in 24 will be hearing those clock-like split-screen beeps round... about... now.

Some of the show's key motifs have been 'appropriated' for this game – the digital clock, in particular, popping up to note the time of certain key events. Yet it's not a clone of that show by any means, as one-time Core co-founder and now Circle co-founder Adrian Smith explains. "I think the strongest link to 24 is firstly in trying to base it around time, to give people the notion of time – which doesn't happen in videogames," he says. "And secondly there's the multi-threaded story, where everyone is sort of doing their own things but they're dependent on each other." The breakneck pace and constant peril are also features here, because at heart this is a wild shooter with plenty of suicidal targets and a near-endless stream of bullets. Beyond the timescale and a terrorist threat, there's almost nothing to compare. In fact, *Without Warning* ignores many of the most fashionable game conventions as well. There's little in the way of stealth and even less in the way of gadgets or weaponry – each armed character just being too cowardly to fight, kick back and relax by killing this lot instead.

OUT WARNING

BEWARE OF THE DAVE

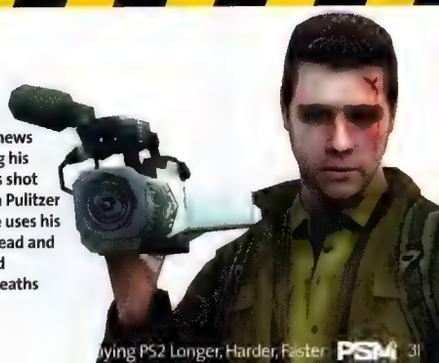
Of the key survivors, only half have military training. The rest are employees or civilians...

GOOD GUY #1: DAVE WILSON

Special Abilities: Being a retired cop turned security guard, Dave is great at being fat and a bit old. He's armed, but only with a revolver, but being an employee he can access areas the others can't. Dave's tache is fully battle-hardened. He is 54.

GOOD GUY #2: TANYA SHAW

Special Abilities: Tanya is a secretary, so naturally she's on the phone to her boyfriend when the attackers enter reception. Infuriated, the terrorists kill her co-workers, but Tanya reverts to type and is extremely unhelpful. Her skills lie in evasion, area knowledge and the use of fire extinguishers.



GOOD GUY #3: BEN HARRISON

Special Abilities: As a news cameraman, Ben starts by getting his crew killed as their news copter is shot down – but it's ok, he might get a Pulitzer Prize out of it. Being unarmed, he uses his camera both to scout the way ahead and to record footage of hostages and terrorists, whose heart-rending deaths will so boost his career.

WITHOUT WARNING

wields a single, individual gun. But all the same, it's not just dumb blasting. There's more to it than that.

The three Delta Force characters provide plenty of gunplay, but with three civilian characters trapped in the 'situation' as well, there are always going to be other challenges. For the unfortunate secretary Tanya Shaw, just staying alive is a problem, and where most games would solve it with a constantly more-powerful weapon set, *Without Warning* sticks to its multi-faceted guns. Or lack of them. Tanya must survive by evading the terrorists altogether, using her security pass to access safer areas. Journo Ben Harrison also remains unarmed, and again must use his weaknesses as strengths. Hence his camera becomes both a scope for finding safe routes and a tool for fighting the terrorists – by broadcasting information about them to the outside world. OK, Ben

HERR TRIGGER: Wherever they're from, the terrorists deserve a fair trial. After ten minutes of this.

THE OLD GUARD: He might not [illegible] Dave's character is fi[illegible] a break from one non

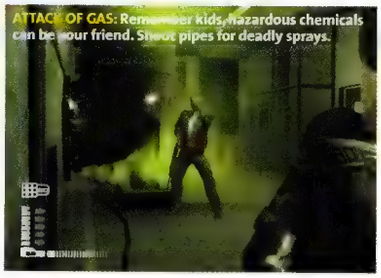
TANYA CAN PEPPER-SPRAY PEOPLE... SHE'S A SECRETARY, IT'S ENTIRELY IN CHARACTER.

can ruin people's heads with his camera and Tanya can pepper spray people she meets, but it's a last-ditch action. Anyway, we're talking about a secretary and a journalist here. It's entirely in character.

And these characters are here to enhance your feeling for the story, to provide some sort of emotional angle on the terror and violence that, quite frankly, you're causing a lot of elsewhere. That in itself is pretty unusual, but there's no guarantee they'll all make it out alive... in fact, we can reveal that at least one of them doesn't. Who? We're not saying. And it won't be obvious even as you play through, thanks to another TV-inspired trick – cutting away to a different scene just as things turn bad, creating tension by leaving the situation temporarily unresolved. Think about it – games never do this. The attack comes, you beat the bad guys, the level ends. Here, maybe you beat a few bad guys, see a suicide bomber running towards the dead-end you're in... and it cuts away.

But you won't cut that far away, even though the chemical plant is huge. As Adrian Smith (an ex-chemical industry employee, you may like to know, as well as one of Lara Croft's exes) says, "So, you experience events in the same locations, but from different perspectives – for instance, Tanya, because she works there, has security passes. So she can go through doors that are locked and go quite high up round the gantries when she's seen there's been a battle down below. The Delta Force guys may not have got up there... yet. So you're going through the locations potentially a number of times, but from a different perspective. And, whatever the characters do has effects later on, so if Tanya opens a door and you come back later on (as someone else) and it's open, it's

CROUCH END: Piling into rooms will get you quickly surrounded and killed. Just not here.

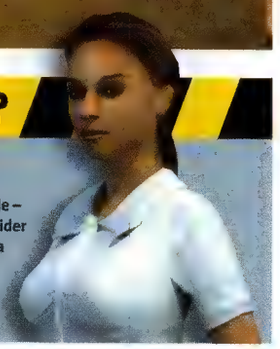


ATTACK OF GAS: Remember kids, hazardous chemicals can be your friend. Shoot pipes for deadly sprays.

LARA, IS THAT YOU?

That heaving chest looks oddly familiar.

The family resemblance is as clear as it is perhaps inevitable – Circle Studios, of course, splintered from troubled Tomb Raider creators Core Design in the wake of Lara's move to America (she's now in the hands of US developers Crystal Dynamics, in case you've been unconscious this last year). But looks aside, make no mistake – Tanya Shaw is a very different character.

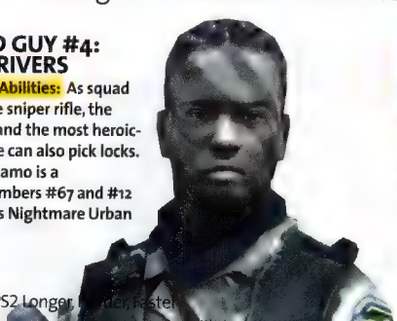


CHEMICAL BROTHERS IN ARMS

It all goes a bit wrong for Delta Force as soon as they go in. Luckily, three survive...

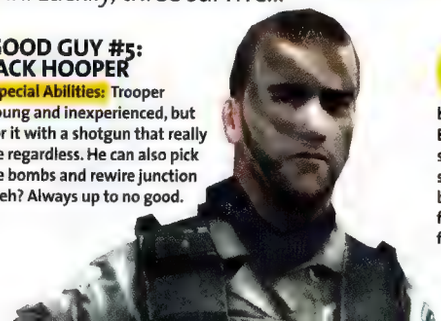
GOOD GUY #4: KYLE RIVERS

Special Abilities: As squad leader, Kyle has the sniper rifle, the grenade launcher and the most heroic-sounding name. He can also pick locks. His favourite face camo is a combination of numbers #67 and #12 from Estee Lauder's Nightmare Urban Scenario range.



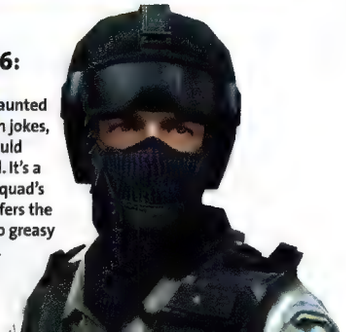
GOOD GUY #5: JACK HOOPER

Special Abilities: Trooper Hooper is young and inexperienced, but makes up for it with a shotgun that really hurts people regardless. He can also pick locks, defuse bombs and rewire junction boxes. Kids, eh? Always up to no good.



GOOD GUY #6: ED REAGAN

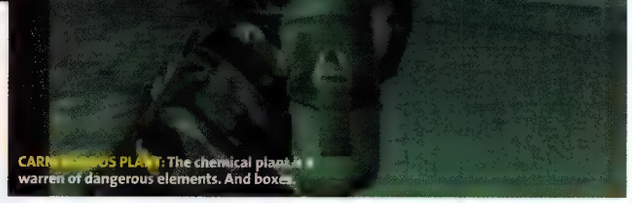
Special Abilities: Haunted by the endless 'Ronald' Reagan jokes, Ed joined the military so he could shoot people completely dead. It's a sort of therapy. He's also the squad's bomb disposal expert and prefers the feel of a tight scratchy mask to greasy facepaint, Estee Lauder or not.



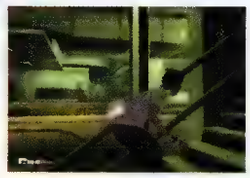
because she's opened it... you may not immediately realise that that's why, but hopefully people will slowly realise that there's this effect in the timeline." These effects also spread beyond the story, so if you use all the health in the medical cabinets first time through, they'll be empty for the characters who arrive later. And it snowballs the more you play.

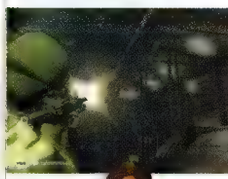
But isn't constructing a game this way – 12 hours of game time but not 12 hours of real time, sliced into non-consecutive sequences seen through six character's eyes – somewhat complicated? "Logistically," shivers Smith, "constructing the game has been a nightmare." But it's Circle's hard work now that could deliver a seemingly effortless experience once the game reaches us. Effortless, that is, in terms of delivering a story with tension beyond the usual will-I-die-or-not terms. The rest of it, the enormous gunbattles and bomb-defusing set pieces, will take a little more effort from you. *Without Warning* wants to be a highly explosive, bullet-riddled crowd pleaser, but Circle Studios realises that doesn't mean it can't try something new at the same time. And now you – unlike the team trapped at the chemical works – have been warned.

RED MENACE: You can take quite a few hits before it's a problem - there's no time to die.



CARNIVOROUS PLANT: The chemical plant is a warren of dangerous elements. And boxes.





WHERE HAVE ALL THE BULLETS GONE?

It's not all shooting and violence, you know, there's a variety of tasks to perform. And that's a good thing. Yes it is!

LOCK PICKING

Locks start with three pins, but increase to five for the hardest – you must push the sprung internals in such a way that each pin returns (they constantly slide slowly back) in exactly the right order. There's definitely a knack to cracking each of these.

BOMB DEFUSAL

Circle, square, cross and triangle symbols scroll over the wires – you must hit the relevant button as it crosses a very small window. Builds to near-simultaneous presses at speed... miss two and it's goodnight Vienna. Or the US, anyway.

REWIRING

Fuse boxes display quick sequences of button presses by lighting up circle, square, cross and triangle icons. You must memorise the sequence and code it back in to rewire the box. Can be tricky at first, but at least it won't blow your face onto the ceiling.

HOSTAGE SAVING

First, kill the terrorists before they target the hostages. It's not a game-breaker if you accidentally take out a few but hostages are the key to unlockable rewards. Once unbound, hostages need no further shepherding.

A FACTORY? SO WHAT HAPPENS IN LEVEL TWO?

It's all set in one chemical plant, but don't go thinking these places are small. In fact, it's the perfect setting...

EXPLODING BARRELS!

At last! A place you'd actually *expect* to see barrels of explosive liquid lying around.

RING OF TRUTH!

Such places exist and are indeed targets for The World's Most Extreme Idiots. It's sadly too true.

RAISED WALKWAYS!

Such a sprawling place is littered with thousands of useful gangways, nooks and crannies.

LOTS OF BYSTANDERS!

You'd need hundreds of terrorists to control thousands of workers... and you've got 'em.

LOCKED SECURITY DOORS!

Tiered security access makes perfect sense in a town-sized plant involving so many jobs.

DEADLY GAS!

Shooting pipes releases painful sprays of steam or chemicals. So don't hide behind them.

GLOOMY DOCKS!

Processing, mixing, transporting, pumping, measuring... the scale means each area is

PSP Accelerator

36 VIRTUA TENNIS
The best PSP game ever – fact – and we're the ONLY magazine in the world to review it. Fetch the trumpet. <parp> Go us! Wooo!

38 MIDNIGHT CLUB
One of the better games on PSP and we're one of several magazines to review it. Fetch the thistle whistle. <pheep>.

40 DEAD TO RIGHTS 2
An average game and we don't really care who's reviewed it. Fetch the, er, whoopee cushion <phwoargh>. Actually, don't.

PSP PIRATES HACK PSP TO PIECES!

Sony give us wide-ranging connectivity – hackers milk it for all it's worth...

As you read these words, a war is raging. Sony are going into battle against the world's hackers to stem the flow of illegal PSP downloads and restore the order it has enjoyed throughout PSone and PS2's life. Unfortunately, it's a war they can't possibly win – and things are going from bad to worse.

The cause? Their superb, friendly, accessible PSP. The result? Complete inability to stop hackers from coding their own games or (worse) giving away other people's games for free.

Previously, the only way to get data onto your PS2 (or PSone) was via a disc – discs that were only made by Sony. It's not that either console was particularly 'secure', but getting data on board (and into PS2's paltry 2Mb memory) wasn't worth the effort.

For PSP, those days are gone, thanks to Sony allowing code to be run from the memory stick – sticks whose capacity already maxes out at 1Gb (bigger than a PS2 disc). And you only have to plug your PSP into your PC to get data onto a stick – a PC that is almost certainly already connected to the Internet. See the problem?

The intention was that game-makers could put mini-games and add-ons online for download, but this chink in PSP's brain has been blown wide open by PSP code written by hackers and spread over the Internet. Puzzle game Lumines (soon to be released at full-price by Ubisoft) is already available on the Internet for free (illegal) download. Anyone with PC, Google, and a brain can download the 'launchers' needed to run it.

Another issue is the growth of retro emulators (coded for PC) that run classic games on your PSP. Result? A huge cache of classic arcade and console titles waiting to be loaded to your stick. For free. And all highly illegal. The current hot favourite is a PSP emulation of PC classic *Quake*. Follow the simple instructions (place certain files in certain folders on your memory stick) to make it work. It's a little bug-gy and (as yet) there's no sound, but it still works.

Sony's answer? To upgrade the PSP's system software. But not with the web browser, improved tune management and friendlier movie playback we were hoping for, but with a hardware block to stop the emulators running. The latest American PSP games (Midnight Club 3, Dead to Rights 2, etc) won't run unless system '1.5' is installed on your PSP. The upgrade is even (helpfully) right there on the disc for you.

Game over? Not so. System 1.5's been cracked already and things are getting 'worse' fast. It's only a matter of time before more full-price, full-size games find their way onto the 'net and as fast as Sony shut down a host, two spring up in its place.

PSM RECKONS *Sony's only option is to keep updating the system software – and forcing you to load it to play the newest games. Result? Hackers crack it again. Short of recalling the machine and scrapping its connectivity or memory stick features it's a battle they can only lose.*

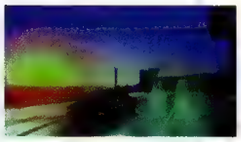
//PUZZLE GAME LUMINES IS ALREADY AVAILABLE FOR FREE ON THE INTERNET//

PSP JAZZ-FEST!

Great news! Non-Sony approved manufacturers in Hong Kong are producing the first PSP porto-grumble for use on the move. The UMD discs come laden with 'images' and 'movies' of the kind that would make Ken Kutaragi's hair stand on end. Or something stand on end anyway.

COP SOME OF THAT You'll be able to steal the police car, naturally.

ROOF JUSTICE It looks like Tony will have his own crib like previous *GTA*'s.



GTA: LIBERTY CITY STORIES – UK DATE SET

The most hotly anticipated PSP game yet will be in your hands within weeks of the UK launch.

Seen the shots? Great news, we're sure you'll agree – the PSP version of *GTA* looks near as dammit the same as the PS2 version. What they *don't* show, however, is how close Rockstar's epic is to a UK release which, as PSM2 understands it, will be only weeks after the PSP launch, on September 1st, 2005. Rockstar will ship *Midnight Club 3* (review on pg38) at launch – wait a few weeks to maximise sales – then release the handheld version of *GTA* by, judging from our tip off, late September.

The PSP version's set in Liberty City – duh – in the mid 1990s, with you playing as a slimmer version of mobster Tony Cipriani from *GTA3*. It's free-roaming as ever, with the only concession being slightly shorter mission times to reflect the nature of 'on-the-move' PSP play. No new details – yet – but expect a full hands-on, if not review, *much* sooner than you'd expect.

PSM RECKONS *Looks great, but we're a bit worried about loading times and camera manipulation without a right analogue stick. Rockstar promise an 'epic' and, all being well, we'll have the verdict next issue.*

STOP PRESS!

PSP LAUNCH SPECIAL

Next month's issue (on sale 26th August) will be rammed with every PSP fact, feature and review you need, just in time for that September 1st launch. If you're planning on bagging a PSP then you need PSM2 in your life.

'Illegal' Import PSPs Banned By Sony

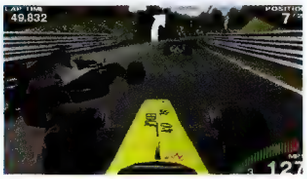
With Sony unable to get PSP into Europe until *nine months* after the Japanese launch, importers have been doing a roaring trade selling imported US and Japanese machines. And Sony have been furious (missing out on the extra cash they'll be gathering from every inflated £179 UK machine). So much so that they prevented anyone from selling foreign machines with strict 'cease and desist' letters from their lawyers.

However, UK importer Electricbirdland.co.uk decided to go up against them claiming that (among other things) Sony didn't have the rights to the name PSP and couldn't stop them under trademark laws. The judge, however, wasn't having it and banned EBL from further sales. Nuplayer.co.uk even offered to *remove any mention of the name 'PSP' from their site or the packaging* in order to dodge the 'trademark' argument. Incredibly the judge has asked for more time to consider and (at the time of writing) they're still flogging US PSPs for all they're worth.

Formula 1 Rolls Out

Hours before we went to press we got our hands on finished *Formula 1* code from Sony. First impressions? Surprisingly solid. While they've kept the handling friendly (the cars are sticky, whipping round the sharp bends without much fear of spinning out) there's adequate realism for those that want it, in the shape of car damage, weather effects and a realistic field of competitors to race against.

We've been particularly impressed with the steady frame-rate and lighting effects that are clearly inherited (and scaled down) from the full-size F1 2005. We've yet to try the wireless link-up mode but will report back in our review next month.



HAVE SOME OF ... THIS!

Be honest - would you rather play Wipeout, or stare at the pretty one out of Desperate Housewives?

PSP TV!

And we get to print a picture of Eva Longoria. What a day we're having...

Got a PSP? Prepare to become an even *more* enticing target for muggers as Sony's long-awaited TV tuner prepares to make its debut. Sony first showed off their tiny-tuner technology at the CeBit electronics show in 2002 – this model could actually be incorporated into all sorts of Sony kit – but they've recently stated that they intent to embed TV functionality into their PDAs and 'other handheld devices'. This little gadget's rumoured to fit into the PSP via the Memory Stick duo port, although there's still no confirmed release date or price. We're expecting an official announcement at the upcoming Tokyo Games Show – more news as we get it...

PSM RECKONS *The signal strength and drain on PSP's battery life are concerns, but imagine being able to watch the Simpsons on the bus. Oh, yes.*

"EVERY ROSE HAS ITS THORN, AND..."

Every PSP Has A Silver Lining. Yes. It does.

And a silver exterior too. While our photo is just a mock-up we hear that Silver PSPs are in production and coming soon – perhaps in time for Christmas in the UK. Rumour also has it that a pink version (for the laydees) is on the cards too. We'll stick with the piano-black original thanks – after all black is the new... um... black, don't you know.

SILVER ME TIMBERS Actually, an oak-panelled PSP would be nice.

The MONEY SHOT
Perfectly delivering an overhead smash as your opponent attempts to lob you, will make you grin wider than Greg 'letterbox' Rusedski.
PSM2 GOLD AWARD

NICE SET OF LUNGE: The new lunge animation has been added to boost the shot repertoire.

BOARD STUPID: Just look at that scoreboard. No really, just check out that detail.

ROGER AND OUT: The world no. 1 looks and plays uncannily like his real-life counterpart.

INFOSTRIP

DETAILS

Developer: Sumo
Publisher: Sega
Players: 1-4
Memory Save: 1100KB

GAMEFAX

Sports · Addictive · Official License · Network Play

TRIVBURST

- Sixteen players to choose from including Federer, Sharapova and Roddick.
- Launch your career in the World Tour mode.
- Wi-Fi link-up for up to four players.

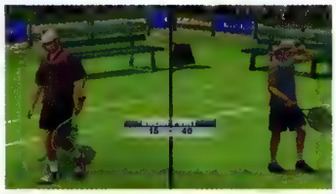
PUBTALK

The smart arse thing to say down the boozer.
"Did you know that the very first Wimbledon Championship took place in 1877 in front of a meagre audience of 200 people?"

VIRTUA TENNIS WORLD TOUR

Sega *serves* up another slice of their top tennis franchise and we *love* it because it's *ace*. Yes, OK, we're sorry.

At this year's E3, we marched around the PSP booths in search of something to whet our appetites. But after strolling past enthusiastic booth babes attempting to pimp *NFSU: Rivals*, *Lumines* and *Ape Escape*, a terrible realisation overcame us – we'd played all these games to death already. "Well there's no point sticking around here," we thought. "Let's hit the PS2 stands instead. They've just unveiled *Taxi Driver*. Should be good!" Clearly, our jet lag was making us go frikkin' mental. But then we noticed a stand with *Virtua Tennis* emblazoned across it. One frantic set of rallying later and it was confirmed – *Virtua Tennis World Tour* had saved the day.


DOUBLE UP: The Wi-Fi multiplayer games hold up well over the wireless airwaves.

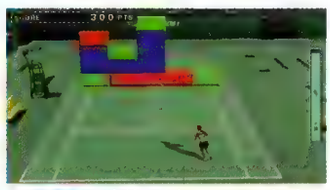
And now, settled down back in the UK with the review code, that statement is more true than ever. Unlike housewives' favourite Tim Henman, developers Sumo know how to put together a decent game of tennis. They're responsible for the quality *Virtua Tennis 2*, which graced PS2s back when Acclaim had the license, money and a future. The series arguably houses the most realistic physics of any sports title on any platform, never mind the PS2. And we aren't disappointed with the PSP incarnation one bit. In fact, their efforts have surpassed our wildest tennis dreams... no, not that one with Maria Sharapova, our *gaming* dreams. Remarkably, the animations of Roddick, Hantuchova et al are slicker than ever before. Lunges and diving shots feel more responsive to your button presses and overhead smashes are particularly meaty, with players now soaring into the air to rain the mother-of-all power shots down at their opponents. Even the standard backhand and forehand strokes are delivered smoothly, at grass-singeing speeds. And all these strokes are unfurled at the touch of only three button presses – ▢ to hit a lob, ◎ to slice the ball and ⊗ for a normal groundstroke and that's it. Brilliantly simple.

"VTWT SURPASSES ALL YOUR WILDEST TENNIS DREAMS – BRILLIANT"

It's not just the easy-to-master control system that has us serving up match after match. There's also plenty of content to waste time with too. We continually bleat on about how important games that you can play in short bursts are to PSP and *Virtua Tennis World Tour* has plenty in its locker as far as quick thrills are concerned. This is

SMASH SOMETHING

No PSP sports title would be complete without a few minigames to indulge in...
Blockbuster – Smash a wall of different coloured blocks as they fall from the sky. You've basically got to rally with the wall.
Fruit Dash – Run round the court picking up fruit icons as a cannon fires balls at you.
Blocker – Like Blockbuster but in reverse. You've got to defend your wall from the ball cannons on the other side of the court.
Balloon Smash – Burst the balloons on the other side of the court with a series of strokes and serves.


BLOCK STOCK: It's like Tetris – or, er, Ten-ris – but with balls. Sod it – it's more like Arkanoid.

BURGER ME BACKWARDS: Collect healthy foods to score points. Burgers to lose 'em. Moral.

NEW PLAYERS PLEASE

With a new *Virtua Tennis* comes a new roster of 16 of the world's top players. All the likenesses, names, stats and so on are for real. Read on to find out if your favourite racqueteer made the cut...

WTP RANK – N/A: **She doesn't even rank in the top 100 of women players. She must be *real* good.**

WTP RANK – 1ST: **Wimbledon 2005's defeated finalist is on hand to serve up some powerful strokes.**

ATP RANK – 1ST: **The 'Tennis Machine' – as he should be known – is the game's most complete player.**

ATP RANK – 34TH: **His Dad's a friend of Arnie Schwarzenegger and Haas is an all-round good player.**

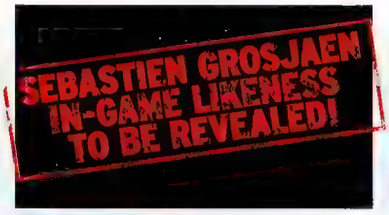
WTP RANK – 25TH: **Second to Sharapova in 'looks' but her double-handed backhand is truly awesome.**

ATP RANK – 23RD: **Britain's 'Great White Hope' is fading fast. He still plays a mean serve and volley.**

ATP RANK – 4TH: **The cap-wearing Aussie plays a strong baseline game, which players struggle against.**

ATP RANK – 30TH: **The nippy Spaniard, nicknamed Mosquito, can cover the court quickly.**

ATP RANK – 18TH : **He broke British hearts with a win over wee Andy Murray. He's got a wicked backhand.**



ATP RANK – 22ND: **This French fella has a powerful forehand stroke and plays a strong baseline game.**

ATP RANK – 3RD: **He look's a little bit like Stiffler from American Pie and shares a quality forehand smash.**

WTP RANK – 2ND: **She's better looking than Kournikova and she can play tennis well. Hot stuff.**

WTP RANK – 27TH: **The little known Czech is currently a rising star on the professional circuit.**

WTP RANK – 8TH: **The only half of the Williams sisters to make the cut. Well, she did win Wimbledon 2005.**

WTP RANK – N/A: **This Italian looks hot on the Player Select screen, but she's barren from the rankings.**

WTP RANK – 3RD: **This French lady has big shot to match her big shoulders. Great from the baseline.**

especially true of the minigames (see 'Smash Something') that will have you hooked. They also provide a handy alternative to the main tennis matches, should you need one.

Back on the court, the sim side of *Virtua Tennis World Tour* caters for pros and novices alike. Positioning is the key, and for a few games against the CPU, you'll feel like Pete Sampras as you thwack thunderous strokes from the base line. But as the old saying goes, 'there's always someone better than you', especially if you end up playing via Wi-Fi connectivity. Newcomers will find this out the hard way, as *Virtua Tennis* experts demolish you with well-placed shots you would never imagine possible, leaving you swearing like a disgruntled McEnroe. But that's what's brilliant about *World Tour* – you constantly evolve as a player. Even when you think you've mastered it, you unearth tweaks to your standard strokes.

RODDICK-ULOUS REALISM: Every digital player has been beautifully PSP-ised.

Yes, Wi-Fi mode works a treat. Linking up with another tennis aficionado allows you to partake in a straight singles game. Add another couple of people (yes, four players, four PSPs, one game) and you've got yourself a doubles match. The action largely remains as fluid as it would do in single player-mode against the computer, although we did experience a small amount of lag at times – but this is a common theme with Wi-Fi gaming, and it never really gets in the way, so it's simply not worth worrying about.

Most players will be playing solo of course and the World Tour career mode will keep you busy for months. You get to design your very own player and then play tournaments across the globe, winning trophies, earning cash and then levelling up your skills in an RPG-style. It's one of the most maddeningly addictive things you'll ever play (almost up there with *PES* master league) and the lure to play one more match/tournament/season is intense.

VTWT certainly offers value for money. With sixteen characters to play with (see 'Who's New'?), frantic-but-amusing tennis-related minigames and that all-encompassing career mode Sega's latest tennis classic offers bags of reasons for you to keep playing. And playing and playing. Game, set and, indeed, match. **Nathan Irvine**

■ ***Virtua Tennis World Tour* will be served up in stores from September.**

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simulation, arcadey-ness and fun rolled into one. – Well, if you *despise* tennis... no, you'll love it, anyway.	+ Sharapova looks just as great in digital form. – Some of the running animations look daft.	+ All the grunts and effects you'd expect. – ...but not much else. Still, it doesn't need it.

LIFESPAN

Comes equipped with enough minigames and tennis tournaments to keep you playing from one Wimbledon to the next.

MINUTES — YEARS

IT'S BETTER THAN...
NBA STREET: SHOWDOWN

IT'S WORSE THAN...
NOTHING ON PSP

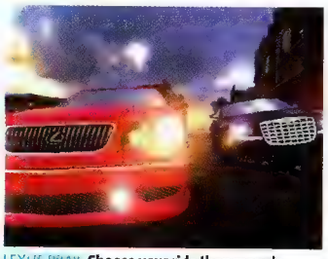
This is a 'must have' title on PSP. *World Tour* shows how to combine a sporting simulation with easy arcade style and accessibility. The Roger Federer of tennis games.

91

MODDING HELL!

Every element of the original game's car-mod scene returns here, along with the dodgy Mexican trying to flog you stuff and insisting on calling you 'esse.' The tough choice is whether to spend money on what goes under the hood or on making the ride so sexy the ladies will drool. You can change everything, from the paint job to the colour of the fumes your nitrous-boosted exhaust gives out. It might sound like a waste of virtual cash, but turn up to a multiplayer race without a sleek looking ride and you'll be laughed off the circuit.

JUST GOT 'LADE: **The Cadillac Escalade is monster van for pimp-ass gangsta types.**



LEXUS PRAY: **Choose your ride then mangle and 'improve' it with your own custom refits.**

INFOSTRIP

MIDNIGHT CLUB 3

The ride of your life in the palm of your hand. It doesn't get much better than this...

DETAILS

Developer: Rockstar
Publisher: Rockstar
Players: 1-6
Memory Save: 736KB

GAMEFAX

Driving | Sequel | Addictive | Network

TRIVBURST

- The entire PS2 version of *MC3*, game modes, cities and all.
- May cause grown men to cry when racing for pink slips. You have been warned, OK?

PUBTALK

The smart arse thing to say down the boozer.
"*MC3* is fast, but still not quite as fast as the world land speed record of 763.055 mph set in 2001 by the UK's Andy Green."

Isn't it odd that every single street racing game starts off with you as a young, keen, ambitious petrol head with – here's the thing – 20 odd grand cushioning his arse pocket? Surely there's nothing remotely 'street' about street racing if only rich kids and thieves can actually afford to do it. So hell, doesn't that make the videogame version actually *better* than the real thing? Um... OK, not entirely, but we're ecstatic about Rockstar bringing our favourite tarmac-ravaging night racer to PSP.

It's not quite as fast as *Wipeout Pure* or as smooth as *Ridge Racer*, but one thing is for damn sure – it looks the absolute business. San Diego, Atlanta and Detroit have all been closely recreated from the PS2 version. You'll probably spend the first half hour just driving around, marvelling at all the landmarks, sexy neon and gorgeous reflections in the slick, wet roads. All the shortcuts and special effects have made the transition intact. Well, nearly all.

The car damage is all but gone, you see – you'll find yourself burning away from a 140mph collision with little more than a concussed sense of direction. It's only an aesthetic omission, but that's what half of this game is about – without the little lump that appears in your throat when you put a huge dent in your precious baby, a tad of that ocular appeal is gone. (Your car, not your actual baby, by the way).

There are other exclusions.

The motion blur is a complex effect and it hasn't properly been included here. Combine this with a frame rate that nips off for the odd fag break and you'll see that this has lost some of the nad-pumping appeal of its older PS2 brother – the races simply feel slightly slower.

Not worth owning then? Not a bit of it. You need *MC3* PSP like Paris Hilton needs a slap on the wrist. In fact, this could be the definitive version if multiplayer thrills turn your crank. High stakes make for the most thrilling experiences out there – the game is virtual but the potential loss is real, and nowhere is this more true than in *Club 3*'s risky world of Wi-Fi racing. Bump into someone with a copy of the game and nothing but your common sense can stop you from challenging the bugger to a race for car-keepsies. And if you're anything like us, that's not much assurance at all... Sure, until the UK launch there's

"YOU'LL SPEND THE FIRST HALF-HOUR JUST DRIVING AROUND, MARVELLING"

QUICK TIME: Taking shortcuts is the only way to success in longer races

GOOD CAR MA: Win enough races and you'll soon be laying down the cash for real mean motors.

OWN THE STREETS

Club 3 offers a wealth of game modes. When racing point-to-point the checkpoints are so close as to negate the need for shortcuts, putting the emphasis squarely on aggressively handling opponents up close and dodging dense traffic. Other game modes place checkpoints further part and ask you to reach them all in non-sequential order, adding real tactics to your route choices and navigation. Add to this a tag game mode, a traffic dodging mini-game and multiplayer, and there's enough to cater for the tastes of every boy racer.

BIKE A VIRGIN: The bikes are much improved this time around. Try them. You'll like them.

LAMBO: FIRST BLOOD: Up against a Gallardo you may well be served your ass on a plate.

NIGHT SQUEEZE: Oozing your car through the tight, city streets means you must learn the courses first.

about as much chance of bumping into another player as there is of Vanessa winning Big Brother, but that's still not a massive issue.

It doesn't look as perfect as we might have liked, but fundamentally, it's still the same stimulating arcade burn we love. If you like the idea of funking up your ride in the lift then racing it while on the bus home, then there's still nothing else quite comparable to *MC*'s free roaming, free styling, urban auto-hysteria. If you haven't played it yet or you're big on multi-player gaming, you'd be well advised to throw some cash in the direction of this. **Duncan Leigh**

■ *Import the* Club *now.*

TIME TO BURN: Nitrous oxide. Does for cars what hay does for horses. Without the excrement.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast and filled with choice, on and off road. – Doesn't feel quite as wildly fast as the PS2 version.	+ Big draw distances and gorgeous effects. – Occasional frame rate issues and no damage.	+ Varied, pumping soundtrack. – Odd missing-sound glitch – no biggie, though.

LIFESPAN

We can't emphasize enough how obsessed with tuning your cars you will become. Add multiplayer and you've got big challenge.

MINUTES — YEARS

IT'S BETTER THAN...
YOUR FORD FIESTA

IT'S WORSE THAN...
NFSU: RIVALS

Your pride in your ride will keeps this as addictive as it ever was – if you already own it on PS2, then multiplayer is the only new draw, but it's still a cracking game. Get it.

87

The MON£Y $HOT

Although the Daily Mail-baiting disarmaments are a little OTT, nothing beats the feeling of pumping an unarmed criminal full of hot lead.

DEATH MATCH-UP

Extending the entertainment span of *Dead To Rights Reckoning* are the multiplayer Wi-Fi death matches. They're as straightforward as you'd imagine – you can link up to four PSPs, select a stage and then commence battle. All the weapons and most of the characters that you come across during the single-player mode are available for you to choose from. You even get to play in the arenas, which you come across in the story mode. However, the action does suffer from the game's slowness, making some match-ups unnecessarily long. Still, an excellent addition to the game.

WI-DIE: Up to four players can stalk each other around a plethora of brown warehouses.

IMPORTRIP

DEAD TO RIGHTS: RECKONING

Can a few tweaks here and there really save this tired series before the ink dries on its death certificate?

DETAILS

Developer: Rebellion
Publisher: Namco
Players: 1-4
Memory Save: 144KB

GAMEFAX

Action | Network Play | Violent | Easy

TRIVBURST

- Play as Jack Slate and use his sidekick Shadow to kick crime's ass.
- Wi-Fi deathmatches for up to four players.
- Unleash brutal disarming executions.

PUBTALK

The smart arse thing to say down the boozer.
"Police sniffer dogs are a highly effective at locating explosives. However, they often mistake harmless marzipan as a bomb. So don't try and blow things up with a cake. Er..."

If you take a trip to page 66, you'll see that we didn't particularly like the latest PS2 instalment of Namco's gung-ho action series. It looks and feels tired. But the PSP version's loads better. Yep, square-jawed no-mark Jack Slate and his Shadow (the crime-fighting dog) are much better on handheld.

Although *Dead to Rights Reckoning* isn't doing anything new, the frantic action fits well in the small screen arena. This is because a) the stages are short (ideal for small bursts of gameplay on the go) and b) it comes with a wireless deathmatch mode. Gameplay-wise, very few things have changed. The camera offers more dodgy angles than a work experience joiner (often jumping between first and third-person view when you don't want it to) and the scripting (girl gets kidnapped, Jack goes after them...) is as uninspiring as the action is monotonous. But some things work well. For example, Shadow is now much more bloodthirsty – ripping out criminals' throats with a tap of ◎. Good doggy. Plus the difficulty has been toned-down to accommodate ham-fisted gamers and create more free-and-easy environments.

Speaking of environments, while the graphics aren't exactly groundbreaking, they do create a nicely grimy setting. From disused ice rinks to Jack's apartment and abattoirs, you work your way through a myriad of bad guy-filled corridors. But Jack is so slow and lumbering, you'd swear he was running through treacle. Still, breaking an assailant's arm, twisting his now limp wrist around and forcing his trigger finger into blowing his own head off is as entertaining as ever.

Anyway, Jack's trip to PSP has restored some credibility to the *Dead To Rights* franchise. But you'd be dead right to wait for this game to be released on these shores – the import charges aren't worth it. **Nathan Irvine**

■ *Dead To Rights Reckoning is available on import now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Frenzied bullet-bursting action... – ...marred by repetitiveness and a lack of ingenuity.	+ Some nice cinematic dives and explosions. – Camera angles are ridiculously bad in places.	+ Jack's arsenal sounds relatively meaty. – A distinct lack of voice acting in cut-scenes.

LIFESPAN
The story mode won't last long, but there is the chance to blow your mates away in the Wi-Fi link-up games.
MINUTES ... YEARS

IT'S BETTER THAN...
RENGOKU

IT'S WORSE THAN...
SPIDER-MAN 2

A refreshing bit of mindless gunplay manages to breath some much-needed life into a flagging series. It's not perfect, but it's good way to kill a few hours – and a ton of criminals.

66

GOLDEN JOYSTICK AWARDS 2005
CAST YOUR VOTES NOW
FOR THE BIGGEST AWARDS OF THE YEAR
PLAYSTATION 2 GAME of the YEAR
GAMECUBE GAME of the YEAR
HANDHELD GAME of the YEAR
XBOX GAME of the YEAR
PC GAME of the YEAR
ONLINE GAME of the YEAR
BEST FILM-BASED GAME of 2005
BEST GAME SOUNDTRACK of 2005
PUBLISHER of the YEAR
RETAILER of the YEAR
INNOVATION of the YEAR
THE ONE TO WATCH for XMAS 2005
THE ONE TO WATCH for 2006
ULTIMATE GAME of 2005
HERO of 2005
VILLAIN of 2005
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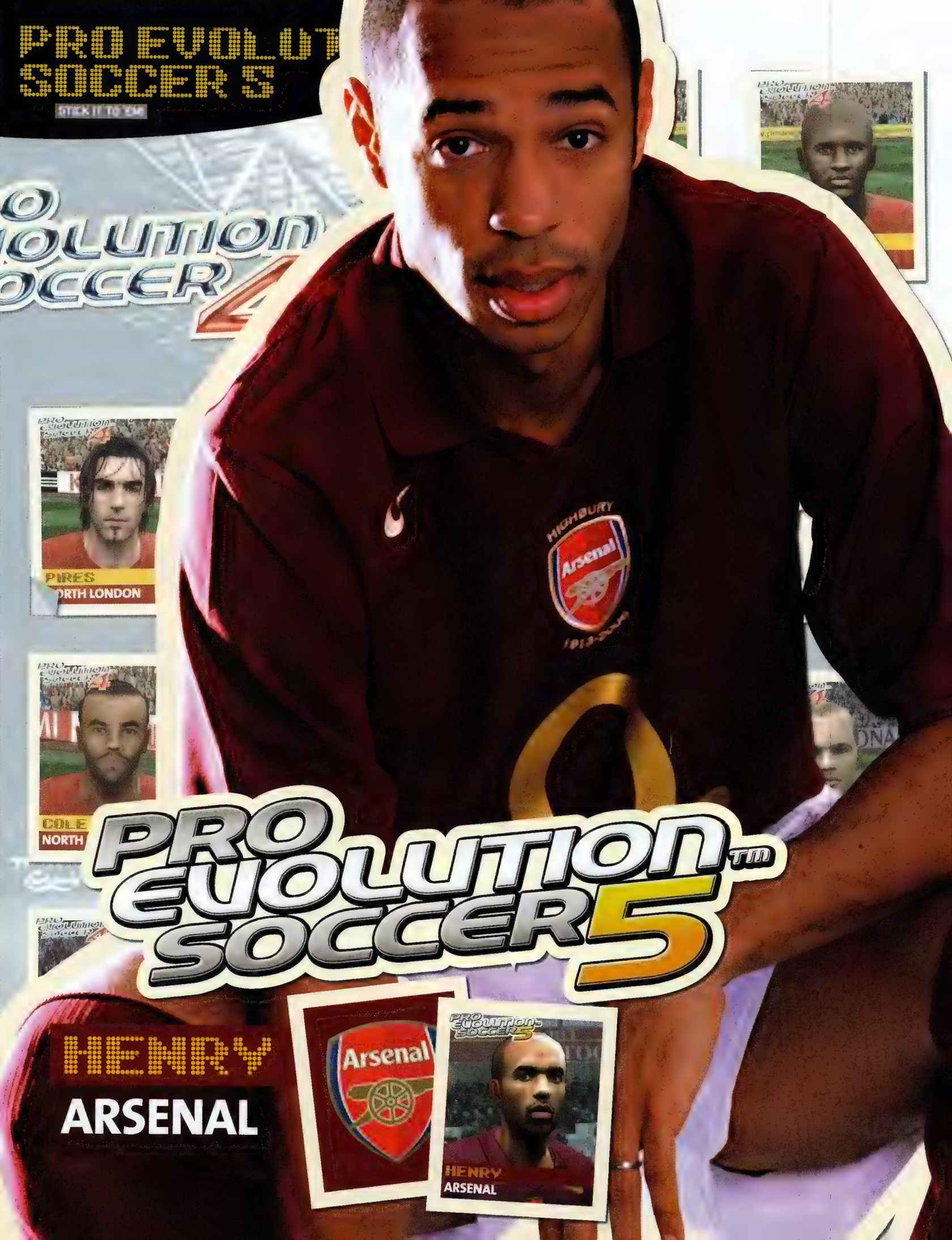
PRO EVOLUTION SOCCER 5
STICK IT TO 'EM
PRO EVOLUTION SOCCER 4
PIRES
NORTH LONDON
COLE
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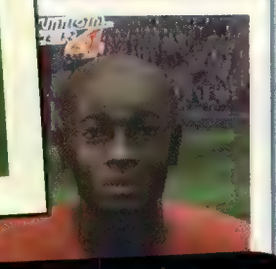


STICK IT TO 'EM!

North London? Old Firm Green? West London Blue? Not any more – PES5's tackling *FIFA* head-on with real team names and some potentially huge multiplayer news...

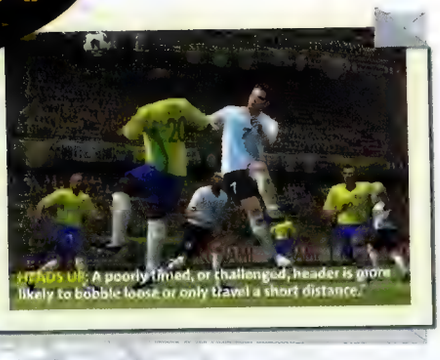
We've played it, loved it, cursed it, and marvelled at the many, *many*, new additions, but for now, there's only one thing you need to know about *Pro Evolution Soccer 5*. No, not Thierry Henry – who, co-incidentally, will promote *PES5* in tandem with Chelsea skipper John Terry – but what he's *wearing*. Eagle eyed football fans will recognize it as Arsenal's brand new 05/06 Season memorial kit. Big news? That's *exactly* how it looks in *PES5*. Konami have secured the full Arsenal licence, complete to the sponsor's logo, manufacturer's tick and club badge. And it doesn't stop there. They'll also have Chelsea (previously called West London Blue). And Celtic (Old Firm Green). And Rangers (Old Firm Blue). And some Swedish team we've never heard of, and... let's just say, it's a defining moment in the history of *Pro Evolution Soccer*.

OK, let's keep this in perspective. The licencing isn't *perfect* – we'll still be playing against McCresta United (the *PES5* pseudonym for Manchester United, unless the Glazers have done something *really* mental by the time you read this) at the Trad Bricks stadium – but it's a significant step in the right direction. Every time Konami 'win' a licence ("It's on a club-by-club basis" confesses a PR chap), it's in the bank for subsequent versions.

As a result, if we look forward to, say, *PES7* on PS3, the full set of Premier League licences doesn't seem so far fetched. And, of course, thanks to *Pro Evo's* incredible – and now even more user-friendly, flexible and

PRO EVOLUTION SOCCER 5

STICK IT TO EM



HEADS UP: A poorly timed, or challenged, header is more likely to bobble loose or only travel a short distance.

powerful – editing tools (more later), with a little hard work, or a crafty internet memory card download, you can recreate teams even more perfectly than, well, the *other*, leading football franchise. And let's not forget, unless something really drastic happens this year, in *that* game the editing facilities are *rubbish*.

How does it play? Brilliantly, but – initially at least – it's a shade disorientating. You suffer that initial transition period you get with every new *PES* update where you can't judge shots properly (in our first game, we ballooned a shot 15 yards over the bar from inside the penalty area with Ruud Van Nistelrooy), your tricks don't work in the same way (we got *really* caught out trying to dribble out of defence) and the pace of the game is both quicker *and* slower. Passes can be zipped about with greater fluidity, with lightning counter attacks, but it's just as easy for the game to get bogged down in man-to-man confrontations. But that's for later, because there's *another* massive surprise on the main menu that will change the way we play multiplayer *PES* forever.

"THE UKRAINE SUPERSTAR FLIPS THE BALL UP, AND SWIVELS HIS BODY 180 DEGREES INTO A STUNNING SIDEWAYS SCISSOR KICK."

HIGHLIGHT #1

During our first game, a tense tactical battle between Man United and AC Milan, a harmless looking ball is fed up to striker Shevchenko, who's marked by two defenders with his back to goal. Suddenly, the Ukraine superstar flips the ball up, and swivels his body 180° into a stunning sideways scissor kick. Before we can express shock at the dazzling new animations – and Shevchenko's deadly reactions – the ball's nestling in the bottom corner. A scorcher, and a goal you'd never see on PES4.

GALLIC BREATH: The likeness of Henry is incredible, but we're more taken with the new frosty breath on cold nights.

One word. Network. Konami were keen to play it down, but it's there in plain English – and this is the UK version of code, not the Japanese *Winning Eleven 9*. We can't 100% *confirm* there'll be online play – we haven't seen it in action – but suffice to say, Producer Seabass wants to do it, the Japanese version *does* have online play and the Xbox version of *PES4* released last year has it too. The Japanese version even lets you play online co-op with a mate, and we'll be amazed if this doesn't make it to the UK. You'll also be able to use your personalized Master League data and exploit, say, your unstoppable Henry/Adriano/Robben striking line up. Or Edit the team to include your friends – correct to their beards, wristbands and dribble style – and take on Europe.

Get this – data management is sexy. Instead of a generic Option file, you can now 'name' your save game (e.g. PSM2's Options) with your preferences for camera views, sound, weather, difficulty and controls. It's a lot like *FIFA*'s personal profile system, and ideal for swapping Options when visiting a mate's house. Editing's been clarified, too, so the game tells you *exactly* what it's altering after you've tweaked player appearances and attributes (eg. Saving... Rooney Appearance, Stadium Name, Beckham Attributes etc). Above all, it's user-friendly. The Edit menu is now illustrated with colour icons. For example, the Appearance option is represented

KITS ALRIGHT: The international kits are still patchily licenced, but player likenesses are superb.

RON, LIKE THE WIND : C. Ronaldo is now a dribble wizard – he can trap, stop and twist faster than almost any player.

Certain key players have taken a drop in stats to reflect their real-life abilities.

100% HARDCORE INFO

PES5 AT-A-GLANCE

Can't wait to find out what's in *PES5*? Here's our point-by-point guide to the major new additions.

SHOOTING
New 'Middle Shooting' special ability star for long-range shots.

Chips more difficult with less skilled players.
Shot bar *slightly* more responsive, but generally comparable to *PES4*

HEADING
New animations for clearing/attacking headers – players will push their arms on top of the opposition to climb and gain advantage.

PASSING
New power meter for small passes, even during free-kicks.
Improved one-touch passing and first touch animations for

LICENCED TO THRILL: There's a lot of detail to savour here – but we're most impressed by Beck's new hair.

"PASSES CAN BE ZIPPED ABOUT WITH GREATER FLUIDITY, WITH LIGHTNING COUNTER ATTACKS, BUT IT'S JUST AS EASY TO GET BOGGED DOWN IN MAN-TO-MAN CONFRONTATIONS."

by a face, Boots by, well, boots. There's even a little man doing keep-ups on the Edit menu.

Here's the *massive* news – and once again, we're not allowed to *confirm* it, but... – there's a 'PSP® Data Link' facility in the Options menu. What does it do? See 'The PSP Dream' over the page, but the exact wording is 'Overwrite PSP data with edit data in Option file'. The implications are huge: 1) The PSP version is *definite*, 2) You can share data between your PSP and PS2 and 3) Theoretically, you could download a 'proper kits' option file off the net, then put it onto your PSP. Konami won't confirm anything but it's potentially epic news.

HIGHLIGHT #2

Playing as Man U, we're on the ball with Christiano Ronaldo. The Portugese Winger picks up the ball in his own half and bursts past Frank Lampard – you can see momentum at work as Lampard fails to recover. Ronaldo surges on, and with a tap of R1 traps the ball, fooling the next defender. We accelerate into the box and with a tap of ⊙+⊗, unleash a blink-and-you'll-miss-it shot fake, causing Carvalho to poke out a leg in the wrong direction. Ronnie bears on goal, shoots and... blasts 10 metres wide. The new stats couldn't be more realistic – from Ronnie's dazzling pace (Dribble Speed 95) and ball control (Dribble Accuracy 95), to his wonky finishing (Shot Accuracy 75).

NETS BE FRIENDS: They may be Liverpool fans, but there are some atmospheric new replay angles.

FULL PES5 TEAM LIST: REVEALED

UK TEAMS (x 20)
Arsenal
Chelsea
Arlonvinann (Aston Villa)
Nextbaumedge (W. Brom)
Egarson (Everton)
Crisibless (C. Palace)
Neocastin U (Newcastle)
Toldiam H (Spurs)
Darlson A (Charlton)
Sambankhon (Saints)
Northluck C (Norwich)
Balgmindams (Birmingham)
Bracters R (Blackburn)
Faldam (Fulham)
Boltskas (Portsmouth)
Rigaloose (Liverpool)
Minokslia (M'boro)
McCresta Utd (Man U)
McCresta City (Man C)
Bobion W (Bolton)
(NB: Last year's relegated sides to be replaced with promoted teams)

SERIE A (x 20)
AC Milan
Juventus
Lazio
Parma
Inter Milan
Roma
Lecce
(NB: Plus 13 other fully licenced teams – 20 in total)

PRIMERA LIGA (x20)
Real Madrid
Barcelona
Valencia
Villarreal
Deportivo La Coruna
Real Betis
At. Madrid
Osasuna
Real Sociedad
Levante
(NB: Plus 10 other fully licenced teams – 20 in total)

EREDIVISI (x18)
Ajax
Feyenoord
AZ
Willem II
Vitesse
PSV
(NB: Plus 12 other fully licenced teams – 18 in total)

BUNDESLIGA (x18)
Bayern Munich
Bayer Leverkusen
B. Dortmund
Stuttgart
Werder Bremen
FC Schalke 04
(NB: Plus 12 other fully licenced teams – 18 in total)

INTERNATIONALS
England
Wales
Scotland
N. Ireland
Republic of Ireland
France
Spain
Italy
Holland
Portugal
Czech Republic
Brazil
Argentina
Japan
S. Korea
Mexico
Nigeria
Cameroon
(NB: Plus 39 other teams – 57 teams in total)

OTHERS (x 22)
Celtic
Rangers
Galatasary
Porto
Dynamo Kiev
(NB: Plus 17 other teams – 22 in total)

SUMMARY
Internationals (57 teams)
England (20 teams)
French League (20 teams)
Germany (18 teams)
Serie A (20 teams)
Eredivisie (18 teams)
Spain (20 teams)
Other Leagues (22 teams)
TOTAL = 195 teams
(excluding classic teams)
(NB: Rosters will be correct up to 17/8/2005)

key players.
GOALKEEPERS
Star players like Buffon rush out more quickly and tend to get *something* on the ball thanks to the new range of flexible animation frames.
TRICKS
Ronaldinho's flik-flak move (where he quickly flicks the ball from left to right on the same foot in mid-air). He can also lay the ball off mid-flik flak for oncoming players. New back heel Cruyff turn for skilled players (a deceptive 180° spin turn). Back heeled flicks to redirect the path of a through ball.
TACKLING
Slide tackles more powerful to intercept weak through balls. Heavier players favoured in collisions, but relative to speed, timing and momentum. New 270° spin collision animation, plus new 'caterpillar' style gradual falls.

PRO EVOLUTION SOCCER 5

STICK IT TO 'EM

CONCEDED: Make how the defenders are desperately trying to block the shot.

First impressions? It's crisper, smoother and classier. The menu screens are stylish, with a complimentary dark blue/grey/light blue colour scheme. The team selection screen has been clarified, so, rather than scrolling through 96 barely distinguishable club flags, you choose your region eg. Europe A, Africa, Americas etc then zero in on the team you want. It even shows you the relative attributes of each team via an overlapping pentagon (like the one on the player stats screen), so you can instantly compare their stats. The in-game icons are similar, but cleaner, with a little indicator in the bottom corner to show you if a player has already received a yellow card.

The atmosphere is electric. Aside from dazzling new individual player animations, there are over 70 new goal celebrations (including a disturbing 'bonding' celebration where one player literally flips the scorer over and, well, mounts him and 'shares' his happiness – we almost spat out our tea in disbelief) – plus dynamic crowd celebrations. The supporters are still 2D cutouts, but the camera can zoom in after key goals. After scoring a heavenly chip with Kaka, the camera cut to a full 3D crowd, all waving maracas, waving banners and dancing. You can also view goals from *inside* the stands, with silhouettes on the outside of the screen to display perspective as you survey the pitch. Stirring stuff.

"MOMENTUM IS NOW A KEY PART OF THE GAME, SO YOU CAN'T EXPECT TO SPRINT ALONG THE LINE AND STOP ON A SIXPENCE WITH, SAY, JAAP STAM."

Ronaldinho [illegible] and plays it in the classy manner that they live for snowy conditions.

HIGHLIGHT#3

We burst into the area with Ronaldinho, and try to go round England keeper Paul Robinson using Ronnie's new flik-flak move (LB x2). The keeper gets his body in the way, and as the ball spirals into the air, Kaka surges in from deep (playing in the new Support Striker position) and, side-footed, volleys (with a new animation) into the empty net. As the Brazillian fans celebrate in a new 3D cut-scene, the camera cuts to Paul Robinson inexplicably stood on the far post with his foot up as if someone else is to blame. It's sheer barmy PES5 magic.

Player animation is radically enhanced. Fouled players drop to the ground in a crumpled heap, dramatically raising their arms, or falling like segmented caterpillars. Players are differentiated further using unique dribble styles – there are four types, from camp feet stomps with minimal arm

THE PSP DREAM

Fire up *PES5* on your PS2, engage in a spot of player editing (like changing McCresta United to Manchester United etc) then launch into a Master League campaign...

... theoretically, you'll be able to export your Save data (including new Options) to your PSP using a simple USB cable and some basic menu options...

... then you can continue your Master League (or cup, or league) game while you're sunning yourself on the white sands of the Dominican Republic...

... then return home, having trained your Master League players up while on holiday, and upload the data back onto your PS2 with the intention of...

... using your all-powerful, personalised, Master League team in co-op online games against the pesky French. The potential is dazzling.

and improved recovery motion. Players with new 'Covering' star adept at blocking shots/ collecting loose balls.

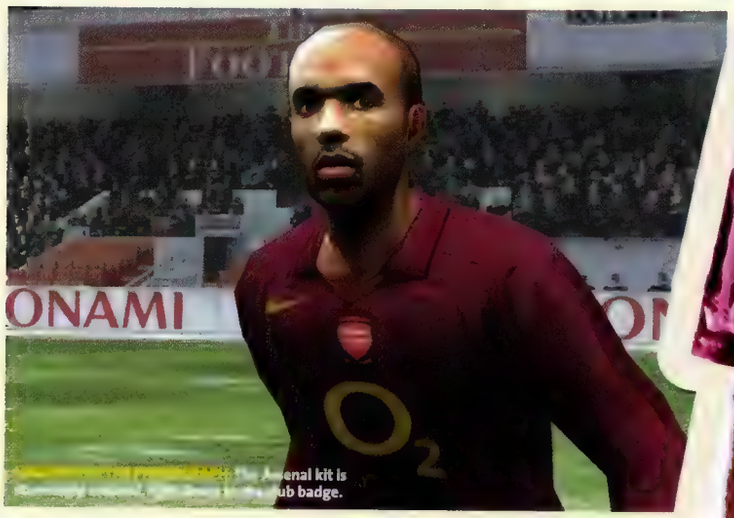
New animation for poking out a leg to steal the ball away.
POSITIONS
New Second Striker role to emphasise players like Kaka, Joe Cole and Scholes.
New Wing Back role for energetic players like Cafu or Ashley Cole.
SPECIAL ABILITIES
New Covering ability for mopping up loose balls.
New Side ability for touchline play.
New Central ability for midfielders.
New Lines ability for beating/ marshalling offside trap.
CONNECTIVITY
PSP Data Link option.
Network mode for online play.
Co-op online play.
OPTIONS
Ability to name and

movement (like Man Utd's Christiano Ronaldo), to full, head-down, blustering charges (like Real Madrid's Ronaldo). Player's height, weight and dimensions are clearly defined, so you just *know* that Defoe's going to get clattered as he charges into Sol Campbell. In fact, momentum is now a key part of the game – so you can't expect to sprint along the line and stop on a sixpence with, say, Jaap Stam, while Ronaldinho would be able to jink and turn with relative ease.

Collisions are more physical. When a powerful player sprints into a smaller player like, say, Scholes, he can be literally spun through 270°, or knocked to the floor. Tackling's fiercer, too, so you really need dynamos like Keane, Gerrard or Essien to retrieve the ball – it tends to get locked in heated midfield tussles more than *PES4*. Power alone isn't enough, mind – you also need players with greater anticipation to swoop up loose balls. Players are much more likely to poke out a stray leg and nick the ball, thanks to the liberating new animations. Defenders like Ferdinand are more imposing, since they always seem to poke out a leg, head or thigh to stop a through ball. There's even a new Special Ability called Covering which specifically affects a player's ability to mop up loose balls.

HIGHLIGHT #4

Viera comes crashing in to retrieve a loose ball at the same time as Paul Scholes. Bang. The ball flies loose and Scholes is literally spun through 270° – a new animation – as Viera struggles to regain his feet (momentum, see?). Keane surges forward with the ball displaying superb covering skills (a new special ability), but as he twists past Viera, the lanky Frenchman manages to poke out a foot (another new animation) displaying remarkable covering, balance and positioning (thanks to his Central special ability star). Awesome stuff.



The Arsenal kit is [illegible] ub badge.

HOW HAS THE MASTER LEAGUE CHANGED?

The Master League, for those who aren't in the habit of training players until 2am and searching the Asian leagues for 17-year-old superstars on the cheap – is *Pro Evo's* equivalent of a Career Mode. You start with a team of nobody's (or with three 'gimme' players to make things easier if you play on Original mode) and have to work your way from Division Two to Division One, and European Cup glory. Cutting a long story short, on Five (or Six) star difficulty it's rock hard (due to your limited funds and the near-impossibility of scoring goals with crap players), so Konami have made some subtle changes to make this year's Master League more rewarding, varied and user-friendly than ever:

1 EXPLICIT PLAYER POTENTIAL TYPES
Previously, the only way to know whether your players would keep improving was to look at their, slightly confusing, development curves. Now the game makes players' potential explicit with six development types: Early/Lasting (players who blossom early and develop late into their careers eg. Alan Shearer), Standard, Standard/Lasting (players who develop at a steady rate but avoid late decline), Late Peak (players who blossom late in their careers eg. Duncan Ferguson), Late/Lasting, and Early Peak (players who blossom as teenagers but decline rapidly eg. Francis Jeffers).

2 NEW OPTIONS
You can set the Entrance Scene to only play during important matches – a nice touch, since it was previously either 'always on' or 'off'. This way you get to watch your boys marching out for the Cup Final, but not for a bottom-of-table clash against West Brom.

The Main Menu has also been made clearer with illustrated icons (e.g. a picture of a pitch is on the Locker Room option), though the options are identical.

3 PLAYER SEARCHES MADE EASIER
When you first start the game, you're told exactly who'll be retiring next season, and who your promising newcomers are so you can plan ahead. The game contains a wider variety of young players, plus a helpful new Talent Search mode – so you can find the best players without wading through menus of 1000s of players. A new option lets you find Utility players, who can play in multiple positions eg. Duff, Shaun Wright Phillips, Hargreaves, Wome, Guti etc.

personalize your Save file. e.g. PSM2's Options
Clearer presentation and vertically arranged Menu
Screen icons.
New Team Selection screen – choose teams by region and compare stats instantly using
visual overlap chart (like player stats pentagon from "PES4").
GRAPHICS
New player-specific
animations.
New in-game icons.
New 3D crowd celebrations and more dynamic replay
angles.
Over 70 goal celebrations.
MODES
New Memorial Match option
(with ability to save game midway through match.
EDITING
Enhanced Edit menu, with
illustrated user-friendly icons.
New Boot edit menu, with 9 types of Adidas boots (Patique, Predator Pulse II, F50+ etc)

PRO EVOLUTION SOCCER 5

STICK IT TO 'EM

BRAZILIAN MAGIC: Playmakers like Kaka exert more influence and can unlock defences with a touch.

"FLEET FOOTED ATTACKERS CAN FLICK THE BALL PAST DEFENDERS IN ONE MOVEMENT OR PLAY PING-PONG STYLE INSTANT VOLLEYS"

Other special abilities include Side (the players ability to control a ball on the touchline), Lines (the ability for a defender/attacker to play the offside line and burst through at the right moment), Middle Shooting (shots from a longer distance) and Centre (for, well, central play). Better yet, you can actually *feel* it in play. Duff can hug the touchline and ghost past full backs, Van Nistelrooy will sit on the shoulder of the last defender just waiting for the through ball and Viera will dominate the middle of the park. There are even new positions for Wing Back (like Cafu or Ashley Cole) and Second Striker (a player like Scholes or Kaka who'll wait for play to open up before bursting into the box.

Passing has been subtly tweaked. You can't receive the ball with your back to goal and hit an instant 20-yard square pass using, say, Jamie Carragher, like in *PES4*, since there's a renewed emphasis on the direction of a player's movement, technique and momentum as they receive the ball. With lesser skilled player, you really need to take your time and angle each ball, even from previously 'safe' areas. Conversely, fleet-footed attackers can flick the ball past defenders in one movement, twist 180° through the direction of the ball or play ping-pong style instant volleys. We were amazed by Kaka's ability to intercept the ball, control it instantly and flick the ball using the outside of his boot. They've also added a power bar for simple ⊗ passes – even for free kicks – so it's easier to weight the ball.

New tricks? Nothing dramatic, but Ronaldinho can perform his signature 'flik flak' move (double tap R2), while there's a dazzling range of close control animations. Classic moves like the fake shot/cross (□ then ⊗) are more powerful, and player specific, so while C. Ronaldo will snap the ball away in a split second with lightning feet, Rooney will power his whole body into the turn, pushing out his arms and brushing aside defenders using his strength.

HIGHLIGHTS

We're surging down the line with Italy's Anthony Cassano, round Ashley Cole with a deft direction change, and whip in a floater to the advancing Gilardinho (now blessed with awesome stats to reflect his real life status). As Gilardinho shapes up for a certain goal, Sol Campbell backs in and literally nudges him out of position - demonstrating the new emphasis on collisions. And all completely off-the-ball. The ref waves play on, too. It's something that never happened in PES4 and refreshingly realistic/annoying.

REF JUSTIVE: We didn't see a single red card during all of our games –and we're dirty as well.

with options for changing stud/cleat style and comprehensive colour editing. Ability to give players wristbands, necklaces, finger tape (to cover rings), untucked shirts, and wear cycling shorts under kit

Ability to edit formation (and 11 types)
Five free kick styles (with new Beckham-esque free kick, but

with added one touch volley kicking)
Four goalkeeper feeder play styles (with Van Der Sar-style

roundhouse drop kick)
Game tells you what options you have changed when you save

PLAYER LIKENESSES
Improved player likenesses but tweaked stats to reflect real-life ability (C. Ronaldo, Cech,

Robben etc much better than *PES4*)
MASTER LEAGUE
New player develop

LIFT OFF: Skilled dribblers will automatically flick the ball over defender's boots – and check those licenced Adidas. Neat.

In short, it's much more like *football*. We say it every year, but *PES5* makes the previous game look like just that – a computer game. The forthcoming *PES5* grass really is that much greener than the *PES4* turf we've come to adore. By comparison, *PES4*'s passes look predictable, the animation flat and ball movement stilted. Once you've weathered the adjustment period, there's no going back. *Pro Evolution Soccer 5* is a less robotic experience, with greater player individuality and a greater sensation of – for want to a better word – physicality. If you were lucky enough to play *Winning Eleven 8: Liveware Edition* (a sort of Japanese *PES3.5*), you'll have some idea what we mean – but this is even less scripted and with increased player control.

Oddly enough, it's the *same* where it counts – emotionally. When we first started playing *PES5*, the mood was jovial, ("Ooh, look, *look*! That's new!"), with shared banter and mutual excuses ("It's not me, it's the controls!"). Within two hours, though the mood had changed. We had got our game on. We praised the animation through gritted teeth, lauded the new player collisions while sliding in two-footed and celebrated goals with icy-cold manly silence. That's the hypnotic magic of *PES* – while anybody can enjoy it, *no one* wants to lose. It hurts. Bad.

But there's always that nagging feeling that you can improve, that you were cheated, or that fleeting thrill every time you slot a twenty yard shot into the bottom corner, or twist a defender around and he falls on his arse. Most incredibly, you'll swear it's *real* – blaming your players for their inadequacies, rather than your sloppy skills. "Drogba's had a nightmare!" Etc.

We've not played *PES5* anywhere near enough to tell if the minor imperfections have been ironed out – that nagging feeling that matches are 'scripted' (sometimes you can't score whatever you do, while the opposition scores first attempt), players inexplicably stepping over the ball, AI controlled runs into touch, occasional slowdown and the fairly rubbish goalies – but the key issue is, you're too busy learning the game's subtleties and relishing the atmospherics to notice. Could it even be true that the much-maligned commentary sounds *slightly* better? Mind you, the biggest compliment we can pay it, is that we barely noticed it. Contentiously, Brooking and Brackley are back, but they just spout player names ("Beckham... to Lampard... that's a good interception", and so on) and say things like "This lad can deliver a good whipped cross" when, durr... a good crosser like Gerrard gets to the byline.

There's more. Much, *much* more – Memorial matches (a running log of your results against other players), snow, Training, revised player stats – but you'll find all the info you need dotted over these pages. For now, here's a little food for thought: As we were leaving the Konami offices, an unsuspecting marketing bloke got excited and blurted out "Yeah, and we've got the <huge national team who we *can't* reveal but will be popular next summer> licence too, with the kits and everything". "Er, that's next year, right?" interjected another PR chap, presumably trying to save the biggest surprise of all. All we can say is, watch this space, and know that for all the shiny new cut-scenes, kits, sponsors logos shiny menus (and shiny Special Edition PSM2 mag covers) there's one area that *PES* has always kept it real – the gameplay. Evolution should, by definition, be a slow process, but if PES maintains this level of progress, then the world's greatest football game might just need a new title.

IS ARJEN ROBBEN STILL RUBBISH?

In a word, no, and neither are other leading young players who were cruelly misrepresented in *PES4*. Obviously, it works the other way too, so fading talents like Keane, Giggs (the majority of his stats are now in the 80s, save a low 90 for dribble accuracy) and Totti aren't as powerful. Here's an at-a-glance guide to how the key players have changed from *PES4* to *PES5*:

STAR PLAYERS	PRO EVOLUTION SOCCER 4		PRO EVOLUTION SOCCER 5
1) ARJEN ROBBEN - SMF/WF (CHELSEA)			
	TOP SPEED 85	+5	TOP SPEED 90
	ACCELERATION 90	=	ACCELERATION 90
	DRIBBLE ACCURACY 90	+2	DRIBBLE ACCURACY 92
	DRIBBLE SPEED 88	+7	DRIBBLE SPEED 95
2) C. RONALDO - SMF/WF (MAN UTD)			
	AGILITY 93	+2	AGILITY 95
	DRIBBLE ACCURACY 89	+6	DRIBBLE ACCURACY 95
	DRIBBLE SPEED 90	+3	DRIBBLE SPEED 93
	SHOT ACCURACY 77	-2	SHOT ACCURACY 75
3) FRANK LAMPARD - DMF/CMF (CHELSEA)			
	STAMINA 88	+9	STAMINA 97
	SHOT POWER 86	+4	SHOT POWER 90
	TEAM WORK 75	+17	TEAM WORK 92
	CONDITION 7	+1	CONDITION 8
4) PETR CECH - GK (CHELSEA)			
	DEFENCE 85	+7	DEFENCE 92
	BALANCE 88	+2	BALANCE 90
	RESPONSE 91	+4	RESPONSE 95
	KEEPER SKILLS 85	+8	KEEPER SKILLS 93
5) THIERRY HENRY - CF (ARSENAL)			
	ATTACK 98	=	ATTACK 98
	SPEED 92	=	SPEED 92
	ACCELERATION 96	=	ACCELERATION 96
	DRIBBLE ACCURACY 90	+4	DRIBBLE ACCURACY 94
	SHOT ACCURACY 95	=	SHOT ACCURACY 95

"WHEN WE FIRST STARTED PLAYING THE MOOD WAS JOVIAL...BUT WE WERE SOON SLIDING IN TWO FOOTED AND CELEBRATING GOALS IN SILENCE."

SHOT TO TROT: With 20% new animation, you need to time your shots more carefully to match your stride.

types.
New Talent Search for Utility players.
New menus

STADIUMS
28 stadiums, including four new additions: Mestella (Valencia), Riazor (Deportivo la Coruna), Newlands (Ajax Cape Town) and Saitama (Urawa Red Diamonds).
New Snow weather option – you can see the snow piled up on the side of the pitch, while the pitch is patchy. Players use orange ball.

Officially licenced Premier League Stadium, so Arsenal play at Highbury, and Chelsea at Stamford Bridge.

COMMENTARY
New voice over from Trevor Brooking and Peter Brackley – it's almost unnoticeable, and not that bad. Honest.

LICENCING
Full Arsenal, Chelsea, Celtic and Rangers licence.

"THE NEW GOD OF PS2 ACTION GAMES."
92% PSM 2
"ONE OF THE BEST GAMES YOU'LL SEE THIS YEAR."
9/10 OFFICIAL PlayStation®2 MAGAZINE
"THE CARNAGE, FUN AND MAYHEM SIMPLY NEVER STOPS."
90% PLAY
"BOLD AND EPIC. AS GOOD AS IT GETS ON PS2."
9/10 PSW
"A WORK OF MODERN ART MAKING IT WORTHY OF A PLACE IN HISTORY."
9/10 P2
"GOD OF WAR IS MADE FROM THE STUFF OF LEGEND, TO BECOME THE STUFF OF LEGEND."
EDGE
"A SPRAWLING ADVENTURE WITH ALL THE PRODUCTION VALUES OF A HOLLYWOOD BLOCKBUSTER."
★★★★★ EMPIRE
"UBER-VIOLENT MYTHICAL HACK-FEST."
LOADED

PlayStation 2

FREE TO FIGHT

"PRODUCTION LINE-PRODUCED, IDIOT-PROOF LAME-BRAINER"
BATMAN BEGINS PAGE 62

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

58 SAMURAI WESTERN
Clint Eastwood meets the Orient in this sword-slashing, gun-toting, Eastern Western RPG, erm, *thing*. It's quite good, though.

62 BATMAN BEGINS
Let's face it, everyone expected this to be a load of manky old half-arsed dross, yes? Well, guess what? It is! Whodathunkit?

66 DEAD TO RIGHTS 2
Let's face it, everyone expected this to be a load of man... oh, Jesus, how about some good games? Anyway – guns. Dogs. Criminals. Crap.

You want more?!
We've got reviews of *Guilty Gear Isuka* (71), *Conspiracy: WMD* (68), *Rapala Pro Fishing* (71) and *Yetisports Arctic Adventures* (71). Enjoy our finely-honed words.

WELCOME

DAN G

Batman Begins. Fantastic Four. Revenge of the Sith. Madagascar. **There's a theme running through those games – and we don't simply mean that they're all big movie licenses. No, the theme is that they're *rubbish*. Well, OK, *Fantastic Four*'s not *that* bad, but it's still not something you'd really want to play for fun – more to analyse how movie games are made these days.**

It's been a long time since *Spider-Man 2* showed just how film tie-ins ought to be done – slick, smooth and shovelful of fun. We hoped other developers might learn from it, but as time's passed, it's looking increasingly, desperately likely that *Spidey 2* was a one-off and cheap cash-ins will continue to spew onto the shelves, burning gullible customers eager to actually be their heroes. Or, in *Madagascar*'s case, an attitude-laden zebra. Whatever.

Panic not, though, because in among this month's phalanx of average-to-crap games, we've got the utterly wonderful *Psychonauts*, a game that almost made us forget the crimes committed in the name of platforming in recent years. Import it (or wait till the UK release in October). Play it. Love it. And if you've got a PSP, then make sure to buy *Virtua Tennis World Tour*. I never liked movies anyway.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

FANTASTIC 4

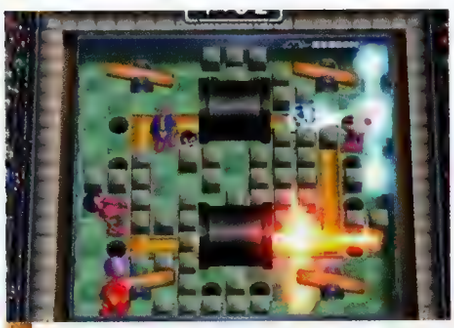
There's certainly four of them, but the rest just doesn't hold true. **54**

VS

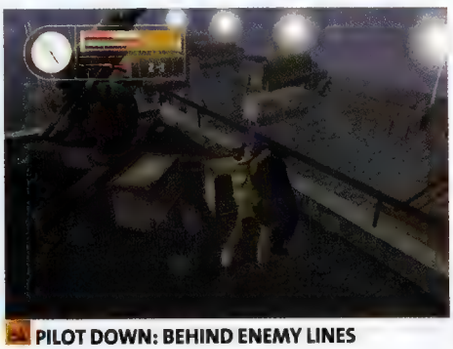
PLAYING PS2 LONGER, HARDER, FASTER

74 PSYCHONAUTS

Explore people's minds in this terrifically twisted platformer – one of the surprise hits of the year so far.



BOMBERMAN HARDBALL



PILOT DOWN: BEHIND ENEMY LINES

"IT'S LIKE SOME KIND OF ULTRAVIOLENT IPOD ADVERT. SUPREMELY COOL"

SAMURAI WESTERN, PAGE 58

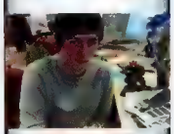
COLOSSEUM: ROAD TO FREEDOM

MADAGASCAR

DANIEL GRIFFITHS
EDITOR: Dan didn't go to the office party this month, preferring his own creation: Danfest, a day-long whirlwind of Wotsits, Guinness and old Max Martin songs. It's like T In The Park, only with a 'G'.

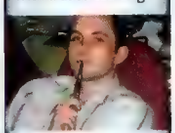
DANIEL DAWKINS
DEPUTY ED: The D-Man's hair continues to fluctuate like the tides – swarthy one day, crisply defined the next. Imagine Brian McFadden in the Play-Doh Mop Top Shop and you're close.

NATHAN IRVINE
STAFF WRITER: After drinking literally two shelves-full of booze at a recent PSM2 knees-up, Nathan now sweats vodka. We just turn the radiators up and grab the mixers, most days.



ANDREW KELLY
STAFF WRITER: Now that he's hooked up to broadband, Andy spent the entire month adding to his filth-stash. He's now got more than fifty thousand pictures of policemen. Ah-ha!

DAVID COOK
PROD ED: Dave's now twenty percent more sun-bronzed after Glastonbury, but we still haven't bothered taking a new picture of him. For the full effect, dab this page with a used tea-bag.



JOEL SNAPE
WRITER: Seconds after this photo was taken, a vicious gust of wind saw Joel inadvertantly jam that pen up a nostril and into his brain. Not to worry though, he's still frikkin' useless.

REVIEWED THIS ISSUE

80 BIG MUTHA TRUCKERS 2

GAMES

Fantastic 4 ..... pg54
Samurai Western pg58
Big Mutha Truckers 2 ..... pg60
Batman Begins pg62
Pilot Down: Behind Enemy Lines pg64
Dead To Rights 2 ..... pg66
Conspiracy: WMD pg68
Bomberman Hardball pg70
Guilty Gear Isuka pg71
Colosseum: Road to Freedom pg72
Psychonauts pg74
Madagascar pg76
Rapala Pro Fishing pg77
Yetisports Arctic Adventures pg77

78 ALEXANDER

DVDS

Alexander pg78
The Interpreter pg79
The Machinist pg79
Doctor Who 2005 Volume Three pg79
Riding Giants pg79
Steamboy pg79
D.E.B.S. pg79
Are We There Yet? pg79

THE TRUTH

Every game ever reviewed! pg86

U.S. Robotics PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP

DETAILS
Developer: 7 Studios
Publisher: Activision
Players: 1-4
Memory Save: 322kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"HOPEFULLY NOT JUST AN OK-ISH X-MEN LEGENDS STYLE NUMBER CRUNCHER"
PSM2#58

GAMEFAX
Action | License | Film tie-In | Easy

TRIVBURST
- Control four players at once in co-op move.
- Four playable characters, each with their own special skills.
- Upgrade and unlock new abilities and attacks.

"FANTASTIC FOUR – ORIGINALITY NIL"

FANTASTIC 4

Four fantastic pages on a not-so-fantastic foursome.

If this, the game of the film of the comic book, is anything to go by, the Fantastic Four really aren't all that fantastic. They're just OK. Reed Richards (or 'stretchy man') is good at punching, Ben Grimm (or 'the big one with dried-in cornflakes for skin') is even better at punching and can also pick up large objects. Susan Storm (or 'the sexy one who can go invisible') can use telekinesis to throw people about and, naturally, is quite decent at punching. Then there's Johnny Storm (or 'fire man') He can chuck fireballs and fly about a bit. Oh, and he's a bit ace at punching. All four do a *lot* of punching.

spinning fists and Johnny Storm's flame dash. They're a bit simple though. We'd have liked to exert our thumb skills a little more.

The fighting gets much more interesting when you're in control of The Thing, however. If you've seen the film (or a trailer), you'll have seen him tossing cars about like it ain't no thang. Well, brilliantly, you can do this in the game too. You can also lift motorbikes, parking meters, lamp posts and pretty much whatever you can get your hands on to swing or toss at enemies. You can also perform stealth kills with the Invisible Woman. Hold L1, walk up to an enemy and press ◎ and she'll take the goon down quick as a flash. This is

"YOU CAN LIFT ANYTHING AND SWING OR TOSS IT AT ALL YOUR ENEMIES"

Fighting makes up a large percentage of the game, which is understandable, because there's a lot of evil out there that needs thumping. The combat system (if you can call it a 'system') is rudimentary at best, though, offering two main attacks, some basic combos and a slew of (impressive-looking) special moves. So far, so so-so, but at least it works (unlike the abysmal *Batman Begins*). The special moves on offer (which you can call off by holding L1 and a button of your choice) are fun to watch and include stretchy man's

also handy if you want to scope out the area ahead for potential threats or sneak past someone.

The foursome's other powers come into play via context-sensitive 'action points' (yes, those again – a staple of every movie license ever) and are colour-coded according to whichever character can use/activate them. One good example of this is the bridge scene wherein the Four must combine their talents and redress a disaster involving a multiple car pile-up and a fire engine hanging over the water below. The Thing rescues a

TOP 5 FOURSOMES

- The Beatles
- Gang of Four
- The Ghostbusters
- The Four Tops
- Bacon, lettuce, tomato, bread

GAMEPIE

40% Smashing
30% Stretching
20% Disappearing
10% Melting

PUBTALK

The smart arse thing to say down the boozer.

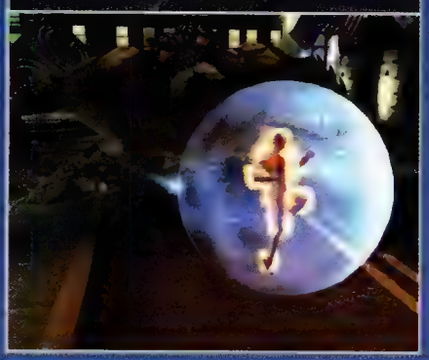
"The Fantastic 4 were created in 1961 by comic legends Stan Lee and Jack Kirby. The series never really took off until the early '80s however when a guy called John Byrne re-invented the foursome for the modern age."

TEAM AMERICA: The four-player co-op mode is entertaining and chaotic.

INCREASE THE PEACE

If you're going to fight the cumulative hordes of evil, you're going to need to upgrade your skills. Defeat enough enemies and you gain points that can be traded for moves or used to unlock bonus content, including interviews with the film's stars. The usual fare then, but it's better than nothing. You can use your points to concentrate on upgrading a single attack, making whichever character you prefer a specialist in that particular move, or alternatively, you can give them a wide spread of moves, making them a jack of all trades but a superhero master of none. The choice, as they say, is yours.

NO ARM DONE: The Thing's massive arms can crush these robots into dust.

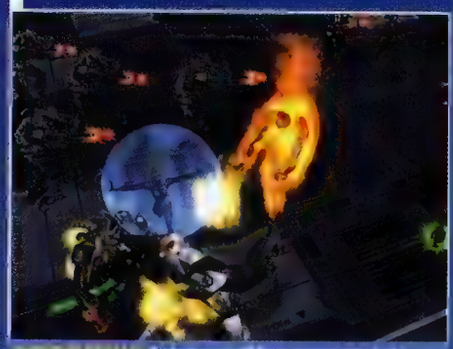


STRETCH AND CARRY: Reed's spinning arms are impressive.

FLAME ACADEMY: Toast enemies with fireballs.

JUST THE FOUR OF US

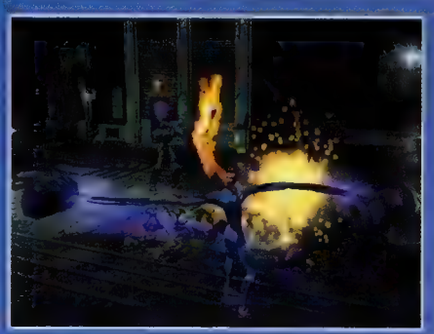
One of the best features in *Fantastic Four* is the co-operative mode. Get three mates together and you can control each character on screen at once. Not only does this make combat more fun, but there are puzzles and obstacles that you'll need to work together to get past – really tricky stuff like making one stand at one end of a room to push a button while another pushes a different one elsewhere. In single-player, during some levels where the characters are together, you can switch between them. So you can use Thing to smash doors open and suchlike, then stretchy man to hack into computers. Clever? Hmm.



woman from a burning car by tapping ◎. The Invisible Girl uses her telekinetic powers to hold the fire truck steady (by twirling the left stick), stretchy man uses his arms to pull it back (tap ◎ again) and The Human Torch melts a steel girder blocking its path (in a rhythm-based minigame).

This is one moment that the Four decide to work together against evil and you do get a good feeling of cameraderie on these occasions. Other context-sensitive moments include tearing scenery apart and lifting vehicles out of the way with The Thing, hacking into computers (via a simple shape-matching puzzle) and squeezing

"IT LOOKS LIKE A VERY STUPID CHILD MADE IT WITH CARDBOARD"



through narrow spaces with Reed, melting doors and barriers with Johnny Storm and performing the aforementioned stealth kills with Susan.

It's a shame most of the levels are so tiresome and ill-thought out. The first level, for example (before the guys get their powers) is utterly, utterly awful. You're floating around a crumbling space station pushing buttons and avoiding comets. A game should grab you by the balls from the offset and hurl you headfirst into the action – something *San Andreas* and countless others do so well. But no. You're forced to perform meandering busywork

WOULD LIKE TO STREET: The street levels are full of objects to smash and pick up.

SPACE WINDU

If you don't know already, the Fantastic Four got their powers after being zapped by 'cosmo waves' while working in space. Which is at least a little more feasible than being bitten by a radioactive spider. Anyway, this story serves as the opening of the game and, well, it's a bit rubbish. Playing as Ben Grimm (soon to be The Thing), you have to float around pressing ◎ at context-sensitive action spots and try not to float away. Gosh, the excitement. It's hardly a pulse-pounding intro to the game and we can see it putting a lot of people off if they happen to play this stage on a demo pod in shops and the like. Bad move. Still it does all get a little better afterward, so perservere and you can have some fun.

GENTLE GIANT: This is Ben Grimm (better known as The Thing) before he gets zapped by space waves and mutates.

FLOATING: Sometimes he floats off the edge and you have to start over forever. Probably for the best considering the rest of the game.

EXTRAS! EXTRAS! EXTRAS!

Talking Movies

■ Collect enough points and you can unlock, among other things, a series of interviews wherein the cast bang on and on about how *great* they are and how they love the game.

before you even get to punch anything. The level after is a little better – you have to escape from a medical facility and it involves a lift. Woo-hoo! It's an introduction to each of the characters' powers – but it's still a crashing bore. The game has its moments, but for the most part it's formulaic and contrained by its subject matter rather than able to really kick out the jams and revel in it.

And it looks like arse too. The characters are juddering, slot-mouthed trolls, the environments are smeared with low-res, pixelated textures and cars look like something a stupid child would make with cardboard. They've clearly designed the thing to be easy to port cross-platform, lowering the quality of the textures and the polygon count to rock bottom for good old PS2. We've very obviously been offered the shitty end of the stick. Even the cut-scenes look washed-out and just as bad as the game, but at a higher resolution.

In its favour, the game makers have included a level-up system that lets you upgrade each of the four characters' special moves and unlock new ones. This gives proceedings at least a little depth, but it's hardly on the scale of the likes of *Final Fantasy* or even *X-Men Legends*. Crashing around with a fully-levelled-up Thing is quite entertaining, though, and you do get the impression of being a one-man wrecking machine. Which is nice.

But as a whole, *Fantastic Four* is a disappointment. It feels rushed, broken and not really worth the asking price if you've seen the film and you fancy taking the Four for a whirl, rent it or borrow it. Fans, well, you might *consider* buying it, but only at a stretch. **Andy Kelly**

■ *Fantastic Four* is out now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Can be fun, with some nice set-pieces. – Mechanical and all a bit uninspiring.	+ Nice detail in some of the street environments. – It's a bit blocky and bland-looking.	+ Perfectly satisfactory, if unexceptional. – The music is barely audible.

LIFESPAN

You'll run and punch through the game in ten hours and will never ever play it again. Simple as that.

MINUTES — YEARS

IT'S BETTER THAN...
BATMAN BEGINS

IT'S WORSE THAN...
SPIDER-MAN 2

A flawed tie-in that breaks no new ground, provides little entertainment and feels like a hollow companion to the film. Your standard rushed-out film license.

65

INFOSTRIP

DETAILS
Developer: Spike
Publisher: Atlus
Players: 1-2
Memory Save: 355kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
Which 70s TV show featured a martial artist wandering the Wild West?

PUBTALK
The smart arse thing to say down the boozer.
"During battle, hungry samurai would often kill and eat their own horses. Well, not literally *during* battle, obviously. They'd get indigestion."

GAMEFAX
Action
Violent
Hard
Original

TRIVBURST
- Use Bushido Sense to dodge and deflect bullets.
- Over 1000 unlockables, including accessories and weapons.
- 25 playable characters – be a gunner or a swordsman

The MON£Y $HOT
The thrill of slicing and slashing through swarms of gun-toting enemies is a definite highlight of the game. You feel like the absolute *man*.

PSM2 BRONZE AWARD

ACCESSORY TO MURDER

As your level rises–, you can unlock over 1000 accessories, including hats, haircuts and the like. These items also raise certain statistics, including health, power and defence. Somewhat ridiculously, you can even adjust the positioning and size of your chosen accessory, so you can make a cowboy hat rest jauntily on your samurai's head or have it floating above his cranium. Why? For no good reason, but it's a nice touch, especially since your changes appear in the cut-scenes. You can also unlock 25 new characters by collecting wanted posters hidden around the game in hard mode.

"SERIOUS SAMURAI"

gi-Kaiser, elaborate hats and, of course, this Nathan-esque afro.

SAMURAI WESTERN

Stick with this bizarre samurai adventure and you'll find patience truly is a virtue.

Samurai Western fooled us. Two levels in and we thought we'd cracked it. We thought we'd continue ploughing through level after level, one by one, until we'd finished the game. We were wrong. By the time we reached level three we'd died horribly at the hands of a preposterously proportioned, chaingun-toting boss and realized that at its core, *Samurai Western* is more than just an action game. At its soul lies an RPG.

If you're going to get anywhere in this game you're going to have to do some power-levelling. For the uninitiated, power-levelling means embarking on sustained experience point gathering by repeatedly fighting enemies. Or completing levels in *Samurai Western*'s case. You see, when you complete a stage you can go back whenever you like and try to beat your high score. As well as honing your skills, improving your overall score in this way levels your character up, unlocking new weapons and accessories.

It's very basic character-building, but the difference it makes to the game as a whole is remarkable. After an hour of stat-pumping we returned to level three and realized that our samurai was quicker, more powerful, more responsive and his appearance had changed. Zipping between enemies, deflecting bullets, dodging and combos were easier to pull off and made the game more fun. Then we reached that boss and proceeded to *destroy* him.

We'd learned, naturally and without being led by the hand, that the key to success in *Samurai Western* is endurance – which, as any RPG fan will testify, is genuinely satisfying and gives a game a sense of depth. It's a radical departure from the free-roaming *Way of the Samurai*, but we're pleased that Spike have kept true to the RPG sensibilities they clearly love for this semi-sequel.

Now, you may be wondering, what chance does a sword-wielding samurai have against an army of cowboys clutching shotguns, pistols and machine guns? Well, as the gloriously overblown

TOP 5 WESTERNS

- The Good, The Bad and The Ugly
- The Outlaw Josey Wales
- High Plains Drifter
- A Fistful of Dollars
- Blazing Saddles

GAMEPIE

30% Satisfaction.
20% Spectacular swordplay.
20% Switching weapons.
20% Amazing acrobatics.
10% Incredible facial hair.

ANSWER

It was the execllent Kung-Fu, starring Kill Bill's David Carradine.

COMBO OVER: If your stats are high enough, large 100+ hit combos can be achieved.

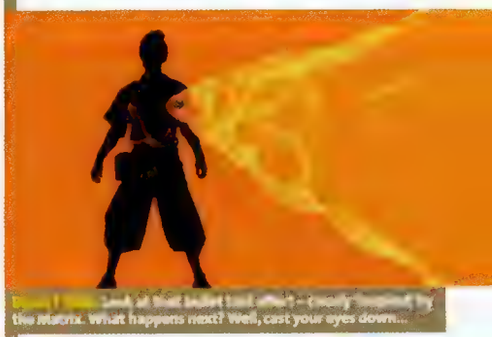
CHOP SHOP: Get behind an enemy and skewer the witless chump with your blade.

FAIR TO THE THRONE: Before he falls, get another few hits in to increase your combo.

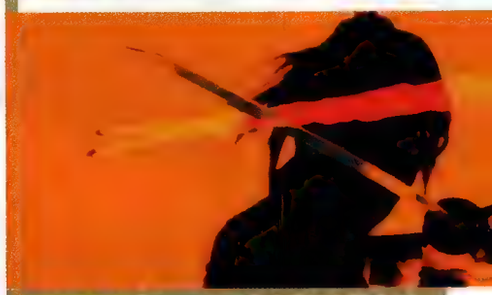
BOUNCING BACK: Deflecting bullets requires precise timing.

MOVIE MAGIC

Samurai Western has one of the best intro movies we've ever seen. It's like some kind of ultraviolent iPod advert. A group of cowboys approach a samurai in stylish silhouette-o-vision and fire upon him in Matrix-style bullet time. The samurai, quick as a flash, unsheathes his sword and slices the bullets out of the air. Then an even *bigger* group of cowboys come and fire *even more* bullets at the samurai, who chops through them before they get anywhere near him. It's brilliant, and makes us think that a *Samurai Western* film would be the greatest thing ever.



Bullet time: Look at that bullet time effect – clearly inspired by the Matrix. What happens next? Well, cast your eyes down...



Slice and dice: The samurai slices the bullets in half before it gets anywhere near him. How unspeakably cool is that?

The two-player mode is also disappointing. A second player can press start at any time during play to appear as Ralph, a gunslingin' cowboy, but among the confusion (and horrific slowdown), you often end up killing each other. They really should've disabled player-on-player damage. It all could've work brilliantly, but it seems rushed and chucked in at the last minute.

But just when you're starting to get annoyed, you flutter through a group of machine gunners, cut them to ribbons and flip away like the baddest mother in the Old West. The setting is excellent and the fish-out-of-water angle is handled brilliantly. Swords against guns shouldn't work, but it's balanced enough to be both challenging and exciting. Every Wild West and samurai cliché is explored, it's supremely cool and, more importantly, *different*. RPGers, action fans, Japanese history nuts and Wild West aficionados will all enjoy *Samurai Western*. Go for your guns, pardner. And your swords too. **Andy Kelly**

■ Samurai Western *is out now.*

intro explains, by cutting and slicing bullets out of the air. Tap R1 and you can deflect enemy bullets. Meanwhile pressing the same button, while moving, lets you dodge and roll to avoid gunfire.

If you time these dodges and deflections correctly, you can flit effortlessly through a hail of gunfire, leave a ghostly trail of yourself behind, appear behind the enemy and then run him through. It's tremendously satisfying and takes real skill to master. Regular combat is dictated by whichever sword you have equipped, as each uses a different stance – low stance weapons are good for sweeping attacks for example. You can also perform jumping attacks, throw people about and pick up scenery to toss at your foes. The combat is responsive and beautifully-animated, especially when you start levelling your character up.

"CHALLENGING, SUPREMELY COOL AND, IMPORTANTLY, DIFFERENT"

But, as you've no doubt already guessed by glancing at the score, *Samurai Western* has its fair share of flaws and bugs. The camera, for instance, is particularly irksome, choosing not to show you who you're fighting in a tight space, opting instead for a giant bit of polygon or the fractured, glitchy innards of an enemy. The lock-on is also a bit shit and flipping between enemies is largely a case of trial and error, especially in the later levels when the amount of bad guys on screen dramatically increases. Slowdown is another problem and is entirely at odds with the slick, flowing combat.

GUNNING FOR GLORY: Tap the block button furiously to combat these machine gunners.

GRAVE MISTAKE: Wait until an enemy reloads and then pounce on them.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A well-designed combat system. – The camera is a complete pain.	+ The Wild West feel is captured brilliantly. – Some rough-looking character models.	+ A modern take on a Western soundtrack. – As ever, the voice acting is a bit mince.

LIFESPAN

With 25 characters and so much to unlock, this should last for ages. Providing you like it in the first place, naturally.

MINUTES — YEARS

IT'S BETTER THAN... DYNASTY WARRIORS 5

IT'S WORSE THAN... WAY OF THE SAMURAI 2

A fun and original back-to-basics action RPG full of stuff to do and unlock. If you can forgive the awful camera and slowdown, this is definitely worth playing.

79

INFOSTRIP

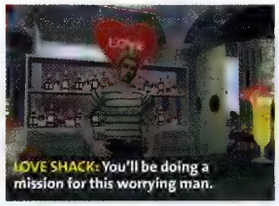
DETAILS
Developer: Eutechnyx
Publisher: Empire
Players: 1
Memory Save: 121kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Did you know that the world's longest convoy consisted of 407 trucks? Imagine getting stuck behind that."

GAMEPIE
50% Driving around aimlessly.
30% Buying and selling.
10% Mini-games.
10% The amount of brain-power needed. Maybe less.

GAMEFAX
Driving, Action, Sequel, Budget

TRIVBURST
- Twice the amount of cities than last time.
- Freedom to deviate from set routes and find short cuts to your destination.
- Sweet sunrise and sunset effects. Um...



LOVE SHACK: You'll be doing a mission for this worrying man.

The MON£¥ $HOT
Speeding down the highway in an eighteen-wheeler and destroying all in your path is fun. At least this bit of the game is sorted.

"TRUCKING POINTLESS"

NO GOOD ADVICE

We all like a little helping hand now and then, but *Mutha Truckers 2* doles out 'friendly' advice to near-obsessive levels. As you progress throughout the game, you're given on-screen tips bordering on the mildly useful to the irritatingly pointless... and then you're told the same thing again. And again. And before you know it, you can predict just how the game will react depending on where you are in the level.

MESSAGE PARLOUR: There'll be a message saying something utterly useless pop up soon. 'Turn left' or the like. Rubbish.

BIG MUTHA TRUCKERS 2
TRUCK ME HARDER

In a game that's all about delivering goods, does *Big Mutha Truckers 2*, well, deliver the goods? No, not really.

Considering the amusing amorality on show, *Big Mutha Truckers 2*'s biggest crime is that it fails to be as fun as it promises. Like its predecessor, *BMT2* sees the player jumping in one of a selection of big trucks to embark on a delivery and 'haul ass' as fast as possible. Being massive lorries, mind you, 'as fast as possible' tends to mean 'not very'. And, like before, *Truck Me Harder* is a quite enjoyable but ultimately underwhelming experience.

There's a bit more of a plot this time around though, again featuring the trailer park trash Jackson family from *BMT1*. Ma's behind bars for tax evasion and it's up to her kids to spring her out of the pen by raising enough dimes to bribe the jurors on her case. Hilarious. This means partaking in all manner of dodgy dealings, courier jobs and so on. The option to drive more vehicles than before is a welcome addition, making for some funny missions, such as driving around film stars to help raise their profiles. This sounds exciting, especially as your vehicles can be permanently damaged – unlike the virtually indestructible trucks of the original – and there are also psycho bikers who try to leap onto your truck and steal your goods. Bafflingly, aliens and spaceships also make an appearance in an attempt to up the fun.

Yes, in theory, this should be fantastic, but it's as though the premise was enough hard work for the developers and they decided to run on auto-pilot for the remainder – which means that this is all fun for about a weekend, after which, it'll gather more dust than a corpse's bedroom. Superficially, it all seems bigger, better and more varied than before, with cool short cuts, loads of mini-missions (smashing cars, picking up hobos, destroying buildings) and the chance to double your current winnings at the casino, but soon enough, repetition smacks you round the head harder than a Happy Slapper gang. Too much time is spent travelling between locations, which becomes a severe drag once you're familiar with your surroundings. Visually, the game's decent, but there's far too little interaction, with your character given nothing else to do except admire the scenery and truck along at mid-to-slow.

This isn't a bad sequel, but it falls short in trying to be a middle ground between a straightforward racing game and something approaching the free-roaming scale of action-led titles such as *GTA*, ending up very confused and directionless in the process. Still, there's a great game lurking deep within *BMT2*, but until developers Eutechnyx can find a way to deliver it, the series can, frankly, truck off. **David Latour**

You can truck down to the shops for this now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Initially very enjoyable, but... – ...There's little new to do as you progress.	+ Nice environments and cool settings. – Limited interaction with the surroundings.	+ Great radio stations with redneck DJs. – Irritating sound effects that grate quickly.

LIFESPAN
Perfect for a weekend's rental. Unhealthy food and booze are helpful, if not essential, elements to enhance the enjoyment factor.
MINUTES — YEARS

IT'S BETTER THAN...
RIDING SPIRITS

IT'S WORSE THAN...
SIMPSONS: HIT AND RUN

This fails to resolve the flaws of the original, and ends up being fun, yet frustrating and limited in equal measures. Average.

52

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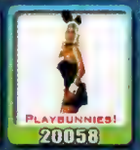

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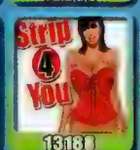

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TXT UK Top 10

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2.	20168	Charlotte Church	Crazy Chick
3.	12860	James Blunt	Youre Beautiful
4.	20076	Axel F	Beverly Hills Cop
5.	18262	Audio Bullys	Shot You Down
6.	16244	M.V.P.	Roc Ya Body
7.	14486	Bobby Valentino	Slow Down
8.	11163	Backstreet Boys	Incomplete
9.	15698	Missy Elliott	Lose Control
10.	16259	Gorillaz	Feel Good Inc

A'N'B Top 10

1.	15401	Ice Cube	You Can Do It
2.	12220	Gwen Stefani	Hollaback Girl
3.	18250	Black Eyed Peas	Dont Phunk With...
4.	17451	Eminem	Mockingbird
5.	18353	50 Cent	Candy Shop
6.	17438	Game ft 50 Cent	Hate It or Love It
7.	18371	Will Smith	Switch
8.	11493	Snoop Dogg	Sign
9.	14698	Mario	Let Me Love You
10.	8579	50 Cent	Just a Lil Bit

Fart Top 10

1.	14082	South Park Fart Song	
2.	14079	Burp Boy	
3.	13120	Blow Raspberry	
4.	12362	Watery Farty	
5.	12351	Barf	
6.	12247	Sizzling Fart	
7.	12492	Burp-alicious!	
8.	13846	Go Pee	
9.	15186	On Fart For Man	
10.	12385	Fart & Burp Man	

REAL Top 10

1.	20067	2Pac ft Elton J	Ghetto Gospel
2.	20182	Charlotte Church	Crazy Chick
3.	20061	Axel F	Beverly Hills Cop
4.	14312	Audio Bullys	Shot You Down
5.	20069	M.V.P.	Roc Ya Body
6.	20070	Missy Elliott	Lose Control
7.	12219	Gorillaz	Feel Good Inc
8.	20107	Eminem	Ass Like That
9.	20065	Green Day	When September
10.	20062	Nelly	N Dey Say

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12381	Borat (Ali G)
11150	Frodo and Gollum
11143	Kat Slater (Bo)
11069	Mel b (Bo)
11067	Michael Jackson
11159	Ozzy Osbourne
11151	Alan Partridge
11102	Ali G
19035	Kenny Craig
19038	Marjorie Dawes
19064	Vicky Pollard
11088	Lou and Andy
18515	Billy Billy
18537	Dalfyd
19052	Michael And Pm
19062	Rev McCooner

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15416	Crazy Frog
12492	Burp
15467	Dog Eats Frog
15565	Kill All Phones
15982	Disco Chick
12518	Creepy Door
15095	Scary Voice
15563	Torture Tone
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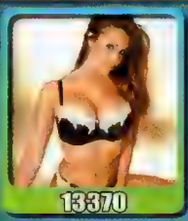
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INFOSTRIP

DETAILS
Developer: Eurocom
Publisher: EA
Players: 1
Memory Save: 255kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

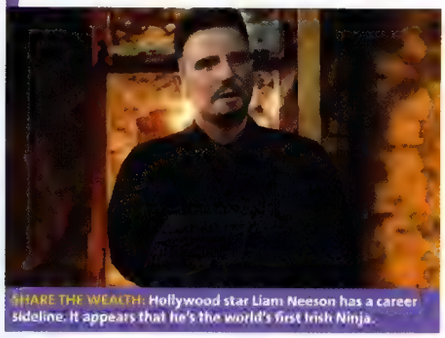
PUBTALK
The smart arse thing to say down the boozer.
"Before the name Batman Begins was chosen, 'The Frightening' and 'Intimidation Game' were considered and then promptly dropped."

GAMEFAX
Action | Official License | Shit | Stupid

TRIVBURST
- Stars Christian Bale and all the film's actors.
- Combines stealth, driving and fighting sections.
- The disc is really, really round. The roundest we've ever seen.

LEARN TO FLY

Batman wasn't bitten by a radioactive bat or anything, so he has no powers as such. As the film explains, he was trained in a remote monastery by ninja monks. And liam Neeson. This part of the story serves as the game's tutorial mode and, considering the game is ALWAYS telling you what to *do* via in-game text prompts, totally pointless. Still, it looks ace, and features a shuddering polygon-based Neeson barking orders at you. The dead-eyed Christian Bale looks a bit chubby though.



The MON£¥ $HOT
Even though you barely take part, the first level is enjoyable, especially when the Scarecrow turns up and forces a confused, disorientated Batman to catch fire and leap out of a window. The game then cuts to a piece of film footage.

"BATMAN BEGINS – GAMEPLAY ENDS"

BATMAN BEGINS

Every beginning has an ending. And you'll wish this ended sooner than it does.

As a marketing tool, *Batman Begins* works brilliantly – after playing it we *really* wanted to see the film – but as a game it doesn't work quite so well. It might look gorgeous, but the process of playing is like working in Burger King – repetitive, frustrating and knee-deep in fat. You might look like you're performing all manner of stylish stunts, but in reality you're pressing ◎ *when the game tells you to* and sneaking about a bit.

It's classic EA stuff. Big flashing arrows everywhere, an idiot-proof tutorial mode, massive production values and all manner of impressive-looking context sensitive moves that require almost no input whatsoever. Simply stab ◎ and watch Batman descend from a drainpipe, grab a guard, zip back up and interrogate him. This might impress the most casual of casual gamers, but if you want value for money, a challenge or *something worth your time*, you'll be disappointed.

It does get some things right. They've captured the look and feel of the film nicely, specifically the vast, ominous skyline of Gotham City and the moody atmosphere Batman is famous for. The character models are decent too, if a little emotionless and slot-mouthed, but that's as far as we can extend the platitudes.

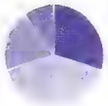
Batman Begins is more than a little similar to *Splinter Cell*. You restore health via a wall-mounted medical kit, the sneaking and pipe-crawling animations are *very* similar, the first level resembles the first bit of the *Cell* and lock-picking and computer hacking feel hugely familiar. Then there's the interrogating of enemies, the level design, the lighting... On top of that, there's the driving sections, which play *exactly* like (a much shittier) *Burnout 3*.

Now, because Batman by his very nature doesn't kill anyone or use weapons, being discovered by gun-toting enemies results in instant, bloody death. This is where the game's

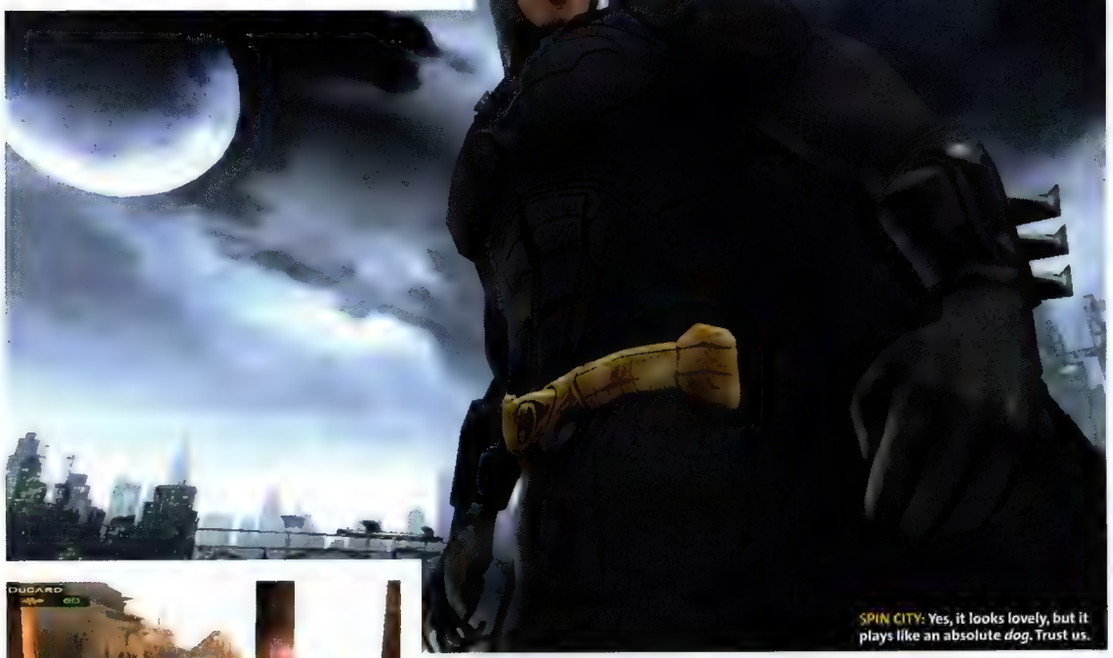
TOP 5 BATS

- Cricket bat
- Baseball bat
- Vampire bat
- Tennis ~~racquet~~ bat
- Bat Stevens

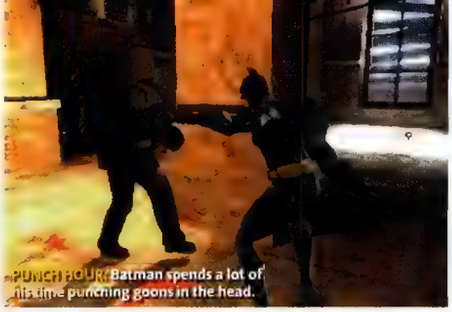
GAMEPIE



30% Help messages.
20% Flashing markers.
20% Pure frustration.
20% Stunning visuals.
10% Famous faces.



SPIN CITY: Yes, it looks lovely, but it plays like an absolute *dog*. Trust us.



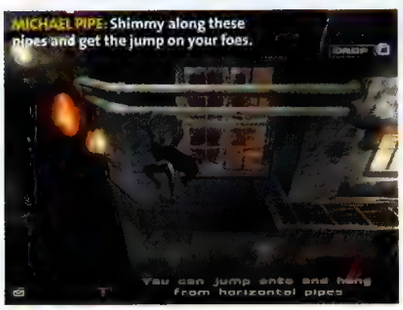
PUNCH HOUR: Batman spends a lot of his time punching goons in the head.

CAR WARS

As we mentioned in the review, *Batman* features driving sections clearly based on the *Burnout 3* game engine. In these you take control of the cool new humvee-style Batmobile and have to hunt down criminals/corrupt cops by ramming into them and making them crash out. Since Batman's whole 'thing' is that he never kills anyone, an icon flashes up saying 'casualties: none', which is ridiculous considering you *crushed* the car with your front wheels, sent it soaring across the road, sparks and glass flying *everywhere*. Madness.

DRIVE OWEN: Finish a few driving missions and you can unlock this, the prototype batmobile. It's the same, only not, er, black.

FAST FOOD: Collect spinning boost icons and you can fill up your gauge. In its favour, the driving sections are quite exciting.



MICHAEL PIPE: Shimmy along these pipes and get the jump on your foes.

SWOOP DOGGY DOGG: Scare enemies with your big rubber cape. Oooh!

clumsy and ill-thought-out 'fear system' comes into play. Sometimes an 'action point' will appear which, by pressing L1, triggers an event that 'scares' the enemy – dropping a load of crates from a crane, for example. This in turn makes them drop their guns, leaving them ripe for beating. It's completely ludicrous. What sort of hard-bitten thug shits his pants *and throws his gun away* after a few random thuds, anyway? Jesus.

Furthermore, the combat is tiresome and lethargic. It's largely a case of pushing the attack button and then pressing ◎ to perform the context-sensitive attacks prompted at the top right of the screen. These let you hit two guys at once or perform a counter, but like everything else in the game, they're superficial and require next to no skill, timing or dexterity.

"BATMAN'S A WOBBLY-LEGGED IDIOT WHO GETS STUCK IN SCENERY AND FLAILS ABOUT LIKE A LUNATIC"

You're pushed through level after level, teased with 10-second video clips of the film and 'rewarded' with woeful footage of the stars spouting hollow, media-friendly twaddle to appease their paymasters. Dreadful. Although we do like that you can unlock classic batsuits.

Our only motivation for playing, besides telling you if it's worth £40 of course, was to see what environments popped up next – Arkham Asylum being the best example. But other than that, we wish it never existed. It might make you feel (a bit) like Batman on occasion, but the rest of the time you just feel like a *man*. And not a particularly good man, either. More a cack-handed, wobbly-legged man with seemingly no skills other than getting stuck in scenery and flailing about like a jelly-limbed lunatic.

And so we come to the big question – should you buy it? Well, no. You shouldn't. Nor should you buy *any* of the increasingly commonplace, polished, production line-produced, idiot-proof lame-brainers that today's big money game-makers are pumping out with upsetting regularity.

It goes like this: The voice acting, graphics, sound and music are all excellent. But while one team was in charge of making it look good, another (probably consisting of 10,000 under-paid chimps armed with EA's 'How To' manual) was tasked with designing the *actual game* an hour before a balls-crushing deadline. It's enough to make you give up playing videogames. **Andy Kelly**

■ Batman Begins *is out now. And don't buy it.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to get to grips with... – ...which is also its major fault. Woefully simple.	+ Quite honestly, it looks utterly amazing. – Emotionless characters. You'll never like them.	+ Great music and voice acting. For once. – We can't fault the sound. The game, however...

LIFESPAN

An average length and, unless you're the kind of mental who enjoys tripe like this, you'll never want to play (or even see) it again.

MINUTES — YEARS

IT'S BETTER THAN...
CATWOMAN

IT'S WORSE THAN...
SPIDER-MAN 2

A doleful jumble of genres that doesn't sit well with its subject matter. If you want the ultimate Batman experience, look elsewhere. This is just rubbish.

41

INFOSTRIP

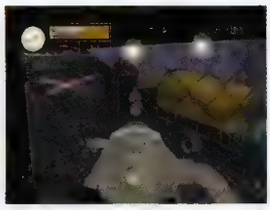
DETAILS
Developer: Kuju
Publisher: Oxygen
Players: 1
Memory Save: 60kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Because any available metal was needed during World War Two, all movie Oscars given out at that time were made of wood."

GAMEPIE
50% Sneaking
45% Strangling
05% Sneezing

GAMEFAX
War
Action
Easy
Original

TRIVBURST
- Play as a soldier trying to leg it from Germany to Switzerland in WWII.
- Comic-book style cut-scenes, a la *XIII*.
- A stealth game – with added sneezing.



GIN AND COMIC: These comic-style cut-scenes are actually quite stylish.

The MON£Y $HOT
Bill's sneaks up and chokes a man to death. Clever. Apart from he could have charged in like a wounded gorilla and still not have been spotted.

THE BIG SNEEZE

Like in *MGS3*, you've got to find food or Bill's stamina will plunge faster than Wigan Athletic. But as well as that, you've got to keep him warm or he'll catch cold, sneeze his ass off and alert enemy guards. This means keeping him out of water and – preposterously – regularly finding fires to scuttle up to for a bit of a warm while no-one is looking. Why didn't he bring some mittens? Or get his mum to knit him a scarf?

COLD-ENEYE: Bill warms his cockles by a fire. But why? Look how much he's wearing! He's got loads of layers on. The big wimp.

"AT LEAST IT'S BETTER THAN 'ALLO 'ALLO"

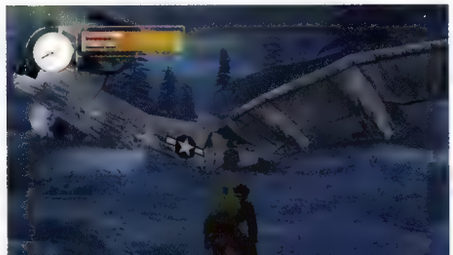
PILOT DOWN: BEHIND ENEMY LINES

If you fork over a chunk of your pay packet for this game, the pilot won't be the only one who's down.

Someone in *Pilot Down* is stupid and we're not sure who. Is it the Nazis themselves, who happily stand around, gazing into the distance as you sneak past them, practically rubbing against the backs of their knees? Or is it the hero, US Airman Bill Foster? You see, there's a side mission which culminates in Bill using a printing press, swapping some production plates and printing out a load of pro-Allies posters instead of Nazi propaganda – so he must think the Germans are going to stick them up all round the country *without even looking at them*. "Ja, Fuhrer, as you can see, ve have put up half a million posters and... mein Gott! Ze lousy Britisher pissdog!" Yeah, right. We'll call it a draw.

So what is *Pilot Down*? Well, on the face of it, it's a brilliant idea – a stealth game set in Nazi-occupied Europe. Yet *another* war game, yes, but one that plays entirely differently to the tidal wave of recent combat sims, with the emphasis being on third-person sneaking rather than first-person blasting. It's *Metal Gear* with Nazis, essentially. Which would be ace – were *Pilot Down*'s execution anywhere near as good as its concept.

The problem, as you might have gathered from the opening paragraph, is the AI of the German soldiers, or, to put it bluntly, the lack of it. They'll do one of two things – either walk up and down their set paths forever, or simply stand staring in one direction, without ever turning round. Hence navigating your way through them is never very difficult. Usually, you can walk directly up behind them and choke them out. And even if you do arouse their suspicions, they won't do anything unless you either walk directly into their line of vision or their 'awareness bar' hits the top – which takes a good six or seven seconds; plenty of time to scurry back into some handy cover.



It's a terrible shame, really, because *Pilot Down* has a curious charm that keeps you playing on, even though you know it's not really very good. It's quite satisfying choking out the Nazis, no matter how easy it gets, there are a few nice little puzzles scattered about – making a battering ram to open some gates, for instance – and it's good to have two fairly tired genres combined to make something that feels quite fresh. It's just a shame about the AI. With a bigger team and more money behind it, *Pilot Down*'s concept might have been done justice. As it stands, though, it's a game that could've been really good – but isn't. **David Cook**

■ *Pilot Down is out on August 5th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's a great idea, and decent-ish fun. – But the AI takes cripples the gameplay.	+ Clear enough. – Basic, though. Very blocky and plainer than plain crisps. On a plane.	+ There is some. – All completely unmemorable, however. Ho-hum.

LIFESPAN
Pilot Down really isn't very challenging, and it's not that long either – but once you're a fair way in, you'll probably want to finish it.
MINUTES | YEARS

IT'S BETTER THAN...
STOLEN

IT'S WORSE THAN...
METAL GEAR SOLID 3

PlayStation 2

Pilot Down would've been good fun, were it not bogged down by enemies with the intelligence of a Celebrity Love Island contestant after a lobotomy. Shame.

53

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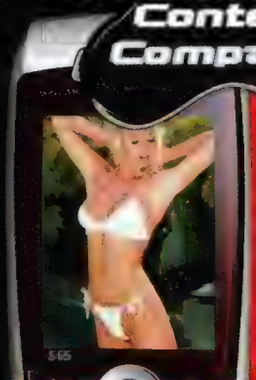

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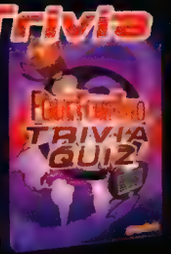

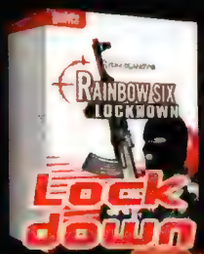

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INFOSTRIP DETAILS
Developer: Namco
Publisher: Namco/EA
Players:
Memory:
Widescreen:
50-60Hz:
Surround Sound:

GAMEFAX
Sequel
Hard

TRIVBURST
- Unleash your hound
- Special
- Prodigal son

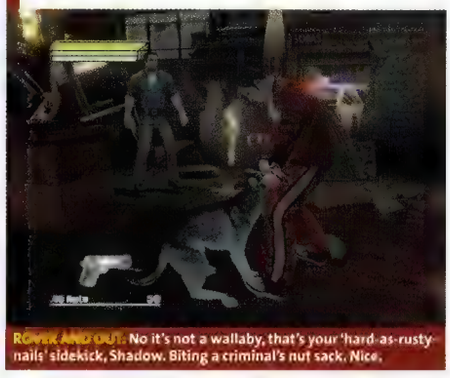
URINE TROUBLE: The pub toilets get nasty at closing time.

The MON£¥ $HOT
Here's Jack grabbing a man from behind (saucy) then using him as a human shield as you blast his buddies to high heaven. In a word 'grrr'.

"DEAD TO SHITES, MORE LIKE"

FURRY ARM OF THE LAW

Evil wrongdoers beware. Grant City has a secret weapon up its sleeve and it comes on four legs. *[Er can you have a dog up your sleeve? – Ed]* Its name is Shadow. Scary? Yeah, right. This cuddly crime catcher ever is Jack Slate's 'helpful' sidekick. At the press of L2, trembling thugs will run and hide as Shadow runs towards them – turning in pefect right-angles as he goes – and drags them to the floor, nicking their weapons and bringing them back to you. Well, that's if he doesn't get caught behind a doorframe and yelp plaintively instead. 'Brilliant'.


RONIN AND OUT: No it's not a wallaby, that's your 'hard-as-rusty-nails' sidekick, Shadow. Biting a criminal's nut sack. Nice.

DEAD TO RIGHTS II

Dog – man's best friend, crime's worst nightmare. PS2's crappest sidekick? Yes. And why isn't it *Dead 2 Rights 2*, eh?

Dogs are brilliant. They rip your freshly delivered newspaper to shreds, bite small children and – unless house-trained – shit all over your living room. Oh, OK. Dogs aren't that great after all. Well not all of them, anyway. Shadow, the canine sidekick in *Dead to Rights II*, is rubbish – or disobedient, to be exact. He dashes around the longest route possible to get to a criminal, he turns as if on wheels and occasionally – no matter how much you hammer at L2 – he refuses to run at gun-wielding thugs, opting to yelp ineffectually instead. Yes, Shadow is crap. Just like this game.

But just how have Namco bodged up this basic third-person shooter? Well the clue's in the question – it's basic. Very, very basic. Endless corridors and city streets blur into one uninspiring box-mush. No matter how far you plough on, everything remains the same. You turn a corner, you shoot some goons. You open a door, you shoot some more goons. You dive Max Payne-style (which we've seen a millions times) across a car bonnet, you shoot even more goons. Then you get so bored, you shoot yourself. It's massively repetitive and does very little to spice things up – well, apart from adding a canine that could frankly do with a guide dog of its own.

The little fun you can draw from this monotonous drivel lies in the disarmament moves, where pressing ◎ next to some gun-toting thug will make Jack Slate – the identikit lead character – snap their bones or kill them in super slow-motion.

But after the first few times, even this grates. We would talk up the fantastic array of weapons on offer (desert eagles, Uzis and shotguns) but there's so little ammo in each of them, we never really had time to get to grips with one we liked. And when the ammo runs out, so does the fun.

As a whole, *DTRII* is disappointing. The camera's dodgy, your barking mad hound is a disgrace to the force and, with a lack of health packs scattered around, things are just too damn hard. You'll fling the pad on the floor in a bile-spewing rage and never pick it up again.

So, if you've got any sense, spend the forty notes you would've spent on this drivel on something worthwhile. Like getting your dog neutered. That'll teach him. **Nathan Irvine**

■ *Get this on import now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simplistic run 'n' gun action is easy to grasp. – We've seen it a million times before.	+ Some nice effects during disarmaments and dives. – Camera angles are a twitchy disappointment.	+ Some of the voice acting works well. – Gun sounds are as weak as wet farts.

LIFESPAN
You can unlock weapons to use at the start of a new game. But there isn't any other real reason to come back to this.
MINUTES — YEARS

IT'S BETTER THAN...
BEING SHOT

IT'S WORSE THAN...
THE PUNISHER

Even on only the second iteration, *DTRII* is showing its age. Dodgy controls, a desperate camera and an unnecessarily high difficulty level make this pointless.

41

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BOMBERMAN

260369

COLIN MCRAE RALLY 2005 (TM)

260411

STREET FIGHTER

260473

Street Fighter - Maximum Blow brings ultimate first-person view fighting to your mobile device. Fight on different locations against various opponents. You have to win in all the eight stages to become a fighting champion! Quick reaction and strong fighting skills are required to win against Rui, Sakura and the other.

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DANGER MOUSE

The Dastardly Baron Greenback has invaded DM Headquarters & captured Penfold!

260428

PHIL TAYLOR DARTS

Repeatedly the greatest & best darts player who has ever lived, steps up to the oche!

260456

CONNECT FOUR

One of the worlds best loved family games on your mobile.

260339

BLADE

Only you can destroy Dracula and his vampire horde as you slice your way through the undead.

260385

LEMMINGS

Safely get as many cute little Lemmings from the entrance point to an exit point within a set time.

260431

21 BLACKJACK

You play Blackjack against the dealer. To win, your hand must be closer to a total of 21!

260378

BRUCE LEE

Control a furious Bruce Lee, taking maximum advantage of his fighting technique!

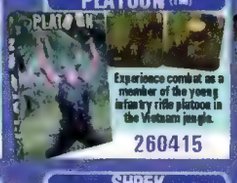
260447

MARIA S TENNIS

The game play features cool action twitch gaming tennis, where you can battle it out.

260461

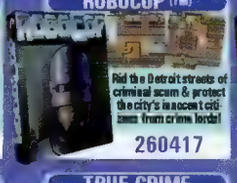
PLATOON (TM)



Experience combat as a member of the young infantry rifle platoon in the Vietnam jungle.

260415

ROBOCOP (TM)



Rid the Detroit streets of criminal scum & protect the city's innocent citizens from crime lords!

260417

STEVE DAVIS SNOOKER

All the features from the popular sport are present including fouls and scoring!

260297

FANTASTIC 4

It's clobberin' time, take control of all four Super Heroes in this mobile movie adventure!

260468

MONOPOLY

The best-selling board game, makes its debut on mobile devices. Build up your property empire!

260449

FOOTBALL 365 QUIZ

Featuring 1000 questions compiled by football experts, have you got what it takes?

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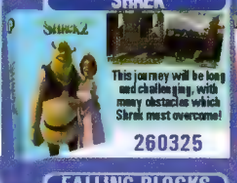
WEAKEST LINK

Packed with sharp shooting phrases & a wealth of questions this is a single-player quiz!

260419

SHREK



This journey will be long and challenging, with many obstacles which Shrek must overcome!

260325

TRUE CRIME

Drive and blast your way through an array of unpredictable missions.

260314

POOL CHALLENGE

Based on the real game of Eight Ball Pool played around the world.

260246

POKER MILLION

Vegas styled game ensures quick fire action & a chance to beat the house by drawing any one of nine hands!

260392 — Video Poker

260391 — Texas Hold'em

MOBILE PET II

Ever wanted to take your pet with you wherever you go? Now you can with MobilePet!

260351

FALLING BLOCKS

A classic game. Simple geometric blocks made of four squares fall down the screen.

260368

HORSE RACING

The ultimate Horse Racing game for your mobile phone.

260462

SPEED CHASER 3D

Speed brings 3D real arcade racing to your mobile & defines a new level of mobile gaming.

260382

PREDATOR

You are a high-ranking Predator & have been given the honour of hunting the humans.

260347

SOCCER MANAGER

Take your team of 15 players through 5 divisions to become soccer manager Champion!

260227

KAMASUTRA

The ultimate resource of the art of lovemaking is now available on the palm of your hand!

260338

Pamela vs Jordan

Set these girls free & in return they will give you some special impressions of themself!

260349 — Pamela Anderson

260356 — Jordan Uncovered

BUBBLE GUN

Bubble Gun is a puzzle game where you must pair up 3 or more balls of the same colour.

260433

MICROGOLF

MicroGolf's unique Bluetooth mode allows two players to compete against each other!

260423

XXX2 THE NEXT LEVEL

Darius has been picked by super secret government agency "xXx" to foil a military coup.

260450

TJ HART IN SNAKE

Steer the snake through multiple levels to reveal the porn princess that owns your viewing pleasure.

260407

SENSIBLE SOCCER

Sensible Soccer is the most popular, most playable, best selling 2D football game of all time.

260390

BOARD GAMES

Play classic versions of draughts, dominoes and backgammon alone or against friends!

260395

FRUIT MACHINE

Partymob Fruit Machine is the real thing in the palm of your hand.

260366

DRIVER 3

Play as Tanner, undercover cop and action hero, and bring down a car theft ring on the city!

260311

GRAND NATIONAL

This game features a Quick Race, Grand National and Training mode.

260421

LORD OF THE RINGS

Lead Aragorn, Frodo, Gandalf, Gimli & Legolas in to a battle for the survival of Middle-earth.

260370

PUB DARTS

Step up to the board and play the classic game of darts on your mobile phone.

260299

COLLAPSE

Find clusters of similar coloured cells and blast them off the screen. You have to work fast!

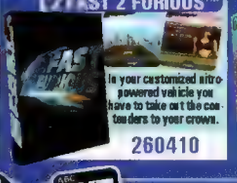
260383

BUFFY

Play as Buffy kicking demon butt! Walk, run, climb, and jump through 5 levels!

260380

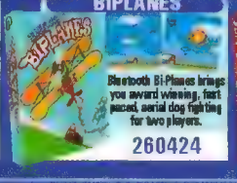
FAST 2 FURIOUS (TM)



In your customized nitro-powered vehicle you have to take out the contenders to your crown.

260410

BIPLANES



Bluetooth Bi-Planes brings you award winning, fast paced, aerial dog fighting for two players.

260424

MAN U SOCCER 6

Guide Manchester United through a World 5-a-side tournament, beating the 22 teams.

260467

TONY HAWK'S

Wicked courses, side scrolling 2.0 action and the sickest combos all at your fingertips!

260371

HAPPY TREE FRIENDS

Hit as many obstacles as hard as possible to get the highest score, score high to unlock more obstacles!

260422

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INFOSTRIP

DETAILS
Developer: Kuju
Publisher: Oxygen
Players: 1
Memory Save: 98kb
Widescreen: No
50-60Hz: 98kb
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Rapper Xzibit, heavy metal band Zodiac Mindwarp and DJ Hive have all had songs or albums called 'Weapons of Mass Destruction'."

GAMEPIE
70% Cliché
10% Guns
10% Explosions
10% Bombs

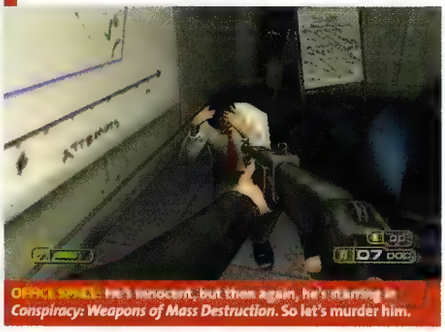
GAMEFAX
Action
Shit
Stupid
Scary

TRIVBURST
- Five levels including the Arctic and the Amazon.
- Pistols, rocket launchers, sniper rifles and so on.
- Comes in a plastic case that can be used to store other, better games.

The MONEY SHOT
Actually killing someone without taking a thousand hits yourself is satisfying. For about a second. Then it fades and hatred resumes.

SPOT THE CLICHÉ

Within the first ten minutes of playing *Conspiracy: Weapons of Mass Destruction* we must've counted about 20 typical gaming clichés – men standing next to exploding barrels, an underground base filled with terrified scientists, a star with ironic action-hero name, posh-sounding English lady giving orders over a radio, stealth that doesn't work... there are more. Much, much more. The whole thing is like one big, expensive joke.



OFFICE SPIES: He's innocent, but then again, he's starring in *Conspiracy: Weapons of Mass Destruction*. So let's murder him.

"COULD THIS BE ANY WORSE? WELL, NO"

CONSPIRACY: WEAPONS OF MASS DESTRUCTION

Less a weapon of mass destruction, rather a game of massive *disappointment*.

Looking and playing like something on a low-end PC in 1996, the preposterously-named *Conspiracy: Weapons of Mass Destruction* is the antithesis of everything that's good and pure in the world. If it was a Big Brother contestant, we'd vote it out in the first week. If it was a pint of lager we'd throw it back in the barman's face and call him an arsehole. If it was a child, we'd slap it.

"Aren't you being a little harsh?" we hear you squeal. "Surely it isn't *that* bad." Well, it is. Worse in fact. Like buying a packet of Revels and discovering that they're *all* coffee flavoured. Firstly, the aiming is way off. You'll have your crosshair trained directly over a goon's face, the centre-point hovering right between his ears, then you fire and *miss*. MISS! Then later, you have the crosshair on exactly the same point, you fire and the bugger dies *instantly*.

Next up, exhibit B – the atmosphere and level design. Or lack thereof. The environments have all the soul and vigour of the speaking clock and everything is stark, jaggy and lifeless. Kuju are capable of much more. Just look at their previous FPS, *Warhammer 40,000: Fire Warrior* (PSM2#40, 65%) – that looked really good. At times.

As if things weren't bad enough, the plot is also a load of old chaff, being the most cliché-ridden bit of business we've seen since watching F/X2: The Deadly Art of Illusion on ITV in 1992. It's far too dull to recount – all you need to know is that it's about some patriotic idiot called Cole Justice (yes, really) and his far-fetched and utterly unbelievable quest to save the world from EVIL FOREIGNERS who are, typically, threatening to blow up the entire planet with bombs.

So far so predictable. But it gets worse. The game is needlessly difficult. Not because we're rubbish or anything (perish the thought), but because the AI is unbalanced, erratic and thick as shit. The game sets up situations where you have to sneak about, but the enemies always know you're coming, even if you've spent an hour slowly edging your way across the level. Then they shoot you to bits in a second. Hardly *Splinter Cell* is it?

It's stuff like this that gives videogames a bad name. It's not even *a good idea*. There's *nothing* good in it. We can't pin the blame on the designers, the artist or the sound men – some games just weren't meant to be. **Andy Kelly**

■ *You could buy this now, but you shouldn't.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ You can walk backwards and forwards. – Buggy, broken and unenjoyable.	+ The water looks a bit like water. – Glitchy, low-res, fuzzy and jaggy.	+ The sound of Cole dying is quite pleasant. – Unexceptional in every possible way.

LIFESPAN
If you remove the disc from the PS2, you can use it as a frisbee and have hours of fun with a mate in the park.
MINUTES — YEARS

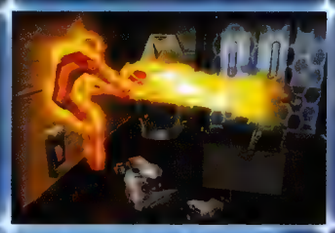
IT'S BETTER THAN...
MIAMI VICE

IT'S WORSE THAN...
EVERY FPS EVER

Fractured, poorly designed and almost impossible to play without cursing the Earth and everyone in it. An all-time low for PS2. And possibly humanity.

2/3

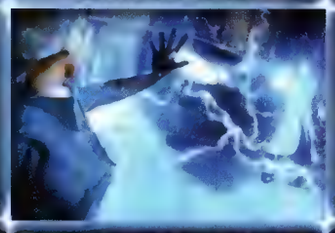
HARNESS THE POWER OF FOUR
PLAY THE GAME 15.07.05



Master An Arsenal of Superpowers

Two-Player CO-OP Mode

Fully Destructible Environments



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Screenshots taken from XBOX

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MARVEL

20th CENTURY FOX

INFOSTRIP

DETAILS
Developer: Hudson
Publisher: Ubisoft
Players: 1-4
Memory Save: 103KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Did you know that Bomberman made his debut on the NES back in 1987? Oh, you did. Well, pardon me for breathing."

GAMEPIE
25% Blowing up opponents
25% Aceing an opponent.
25% Out-putting an opponent.
25% Striking out an opponent.

GAMEFAX
Sports
Old Skool
Multitap
Hard

TRIVBURST
- Indulge in golf, tennis and baseball.
- Hook up a multi-tap for four-player party mode
- Return to the classic *Bomberman* action in Battle mode

The MON£Y $HOT
The fact that this has a three sports and one classic arcade game all rolled into one is the best thing about it. Oh, and the golf's quite good, too.

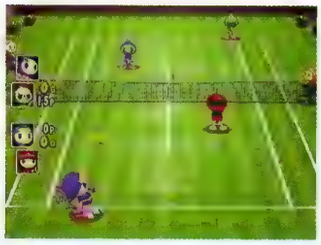
"BOMBERMAN DODGEBALL WOULD'VE BEEN BETTER"

THIS IS THE LIFE

Oddly, you can control the day-to-day life of the fatheaded bombermen. Starting from the humble surroundings of their tiny homes, you can control a TV and watch all of the Bombermen sports as a spectator. You can also sit back and relax while your fully customisable Bomberman (you can change the colour of their hands and other body parts) eat, sleeps and plays. And you can even save them to your memory card. Sadly, nor can you go to the Bomberman's Arms for a swift half while your missus traps off with the Bomber Milkman, but hey, this is a game, not Emmerdale.

SPORTING LIFE: You can watch all your favourite Bomberman sports on your television. And you can watch baseball, too.

DROP DA BOMB: The classic Bomberman action is quality.



RACQUET AND ROLL: Four-player doubles tennis is very addictive.

BOMBERMAN HARDBALL

Is there a difference between hardball and baseball, anyway? And do we care?

Let's be honest – who gives a toss about Bombermen anymore? Not many people, we'd guess, and certainly not enough to warrant another comeback for the explosive-loving creatures. And *Hardball* certainly isn't enough to make everyone reconsider.

What we have here is an eclectic mix of sports games with enough bombing action to blow up Wembley Stadium. So what are the gaming ingredients of this recipe? Well there's *Bomberman* (natch), a tennis game, a spot of golf and... well, hardball, obviously. Or baseball, if you're British. And, while *Hardball* may not deliver exceptional gameplay (apart from *Bomberman* itself, which is as good as ever), this is a solid package of game genres. But Mr Ballhead has few glaring problems.

You see, the little cartoon fellas aren't exactly designed for athleticism, so are frustratingly unable to properly run and dive as they strain to catch a lofted baseball. The same problems exist in the excruciatingly difficult tennis matches. Watching your men waddle back in a desperate attempt to meet a lobbed shot is excruciating. And why is *Hardball* a full price title? Don't get us wrong, we've enjoyed our games of golf and the like, but it's all a bit too shallow, it feels cheap and, generally, it's unworthy of the price tag.

On the plus side, each of the sports games are pretty playable. For example, unlike Tim Henman, *Bomberman* tennis serves up a decent display of the sport, despite being incredibly difficult to begin with and the golf – although played across the most uninspiring landscapes ever – is well put together. Plus, if you really want to dig hard enough, there's quite a serious simulation to be found – it's not *Tiger*, but it's there. Then there's the baseball, which, let's face it, is rounders. And finally, we're glad to see that Hudson found space to inject some classic Battle modes into the fray. For the unitiated, this is simply a matter of traversing a maze-like area with four other Bombermen, trying to blow each other to kingdom come. Kicking a bouncing bomb with Beckham-like precision, and then watching as it catches your opponent unawares is still a major gaming thrill.

If more time had been taken to really polish up the action, this would have been better. We like the party play aspect of *Hardball*, but even that's not worth the price of Friday night's boozing for a game which, in the face of *Singstar* and *Mashed*, we'd have little reason to play once we'd staggered home in a drunken mess. **Nathan Irvine**

■ Hardball *is out now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Arcade style sport and blowing stuff up. – It all feels flimsy and difficult to love.	+ Bright, bold and colourful... – ...but so sickly you'll want to vomit.	+ Ball impact noises sound OK. – Annoying child-like squeaks from your 'men'.

LIFESPAN
Playing alone is about as much fun as eye surgery. But round a few mates up and you'll have party game sessions for literally hours.
MINUTES — YEARS

IT'S BETTER THAN...
BOMBERMAN KART

IT'S WORSE THAN...
MASHED

There's a decent amount of fun to be had, but *Hardball*'s simply not worth £33. Especially as it feels suspiciously like a re-release.

60

INFOSTRIP

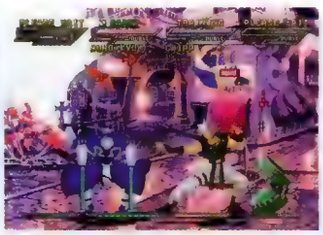
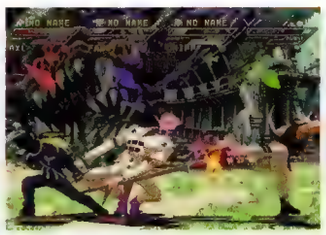
DETAILS
Developer: Arc
Publisher: Sammy
Players: 1-4
Memory Save: 78kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

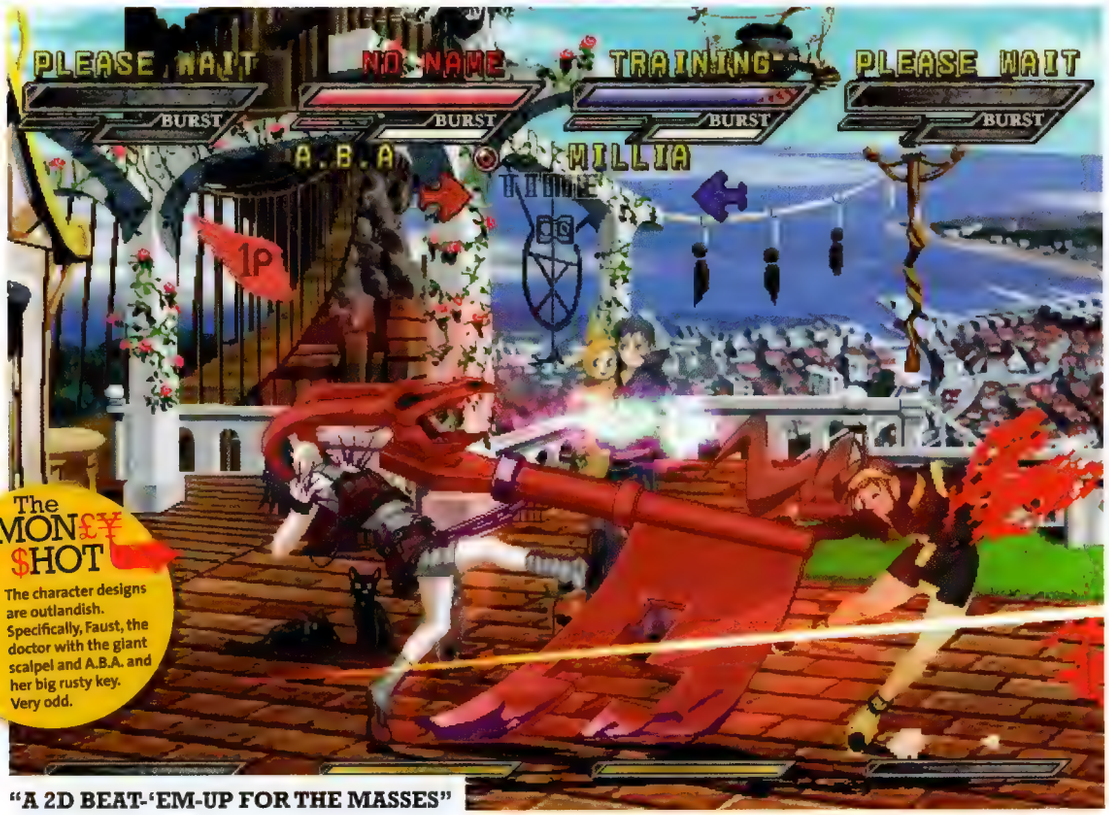
PUBTALK
The smart arse thing to say down the boozer.
"Designers Daisuke Iwata and Hideyuki Abe are mad for rock and most of the game's characters are named after bands and songs."

GAMEPIE
30% Total confusion
20% Beautiful visuals
20% Irksome voice acting
20% Moves you'll never learn. Ever.
10% Disappointment

GAMEFAX
Beat 'Em-up
Stupid
Violent
Manga

TRIVBURST
- Four-player simultaneous multiplay.
- Customize characters by adjusting colours and statistics.
- New side-scrolling 'Boost' mode.

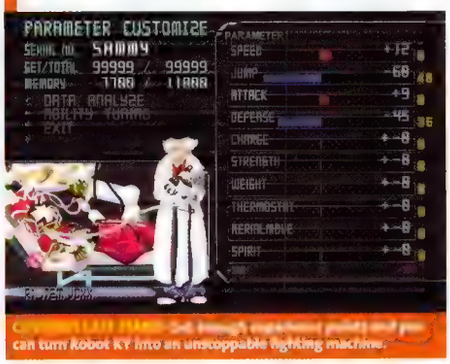





The MON£¥ $HOT
The character designs are outlandish. Specifically, Faust, the doctor with the giant scalpel and A.B.A. and her big rusty key. Very odd.

MADE TO UPGRADE

One of the strangest characters in the *Guilty Gear* series has to be be Robo Ky. His moves include firing rockets from his knees, riding a small robotic horse around the arena and extending his robotic arms like a kind of mechanical Dhalsim. Recognizing the fans' love for him, Arc have made him the star of *Isuka*'s new RPG-style 'Factory' mode, wherein you can battle through Boost mode with Robo Ky and upgrade a large amount of stats. You can shape your character to be a fast, technical scrapper or a powerful, slow-moving brawler. Is this the first 2D beat-'em-up to feature such very deep customization? We think so. Excellent it is, too.



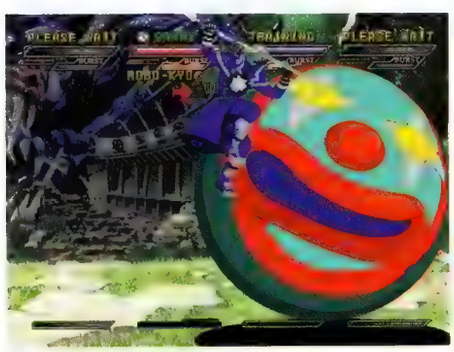
can turn Robot Ky into an unstoppable fighting machine.

"A 2D BEAT-'EM-UP FOR THE MASSES"

GUILTY GEAR ISUKA

Finally, a 2D fighter that does something *different*.

While most 2D beat-'em-ups are indeed deep, complex and hardcore, more often than not they're lacking one key fundamental – stuff to do. Unless you can glean satisfaction from perfecting a character's entire move set or chasing high scores, games like *King of Fighters* and *SNK Vs. Capcom* probably leave you cold. *Guilty Gear Isuka* is just as impenetrable as the aforementioned brawlers and their ilk, but this time there's loads more variety and as a result, it finally feels like value for money. This is not a shameless retro repackage – it just happens to be in two dimensions.



The first thing you notice is how good it looks. The crisp, colourful characters shame Capcom and SNK's pixelated, indistinct sprites and are beautifully-animated. The backgrounds are equally full of life and, as is traditional with the *Guilty Gear* series, completely outlandish both in design and colour scheme. The whole thing is just very pleasant to look at and makes everything else in its bracket look deathly uninspiring, especially the drab, muddy *KOF* games.

As far as depth and complexity goes, however, *Isuka* simply can't touch the SNK stable. There are a wealth of moves and some of them are ridiculously difficult to pull off, but it's still nowhere near as complicated as *King of Fighters*. Although, ironically, this often works in its favour. Not for the fanboy elite who'll no doubt find the whole thing insulting to their thumbs, but for anyone who up until now has found themselves scared or put off by the whole 2D beat-'em-up 'thing'. Put it this way, after just 10 minutes of training with the game's 'Ryu', the preposterously-named and inexplicably cool Sol Badguy, we were able to pull off impressive 10+ hit combos and all manner of fireballs, sweeps and slides. It's disarmingly easy to master, bar those tricky few moves, and all the better for it.

But as for improvements over previous games in the series, Arc have outdone themselves. As well as traditional arcade, training and multiplayer modes there's 'Boost' mode. This is essentially a side-scroller along the lines of *Fatal Fury* or *Streets of Rage* and, niggles aside, is a welcome addition to the package and the franchise as a whole.

If you want to take things a step further, you can shape your very own Robot Ky (a mechanical version of the game's 'Ken', Ky Kiske) by going through Boost mode, earning experience points and then levelling him up. You can even change his appearance via a colour editor, unlock new moves and fiddle with stats including power and speed.

Isuka is a lovingly-crafted and hugely-entertaining assortment of game modes, freakish characters and extras that ought to keep fans and newcomers alike busy for aeons. Of every 2D scrapper on PS2, this is the most accessible, best-looking and often the most enjoyable. Just don't expect it to test your mettle the way games like *King of Fighters* do. But, then, you probably wouldn't want it to. **Andy Kelly**

■ *Gear up for this now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast-paced, smooth and enjoyable. – Having to press a button to turn is annoying.	+ Absolutely stunning sprites and character design. – We can't complain.	+ Rousing arcade-style rock music. – The voice samples are nightmarish.

LIFESPAN
Like any 2D beat-'em-up, if you're prepared to sit and master every character, this'll last forever. Then there's Boost and Factory mode...
MINUTES — YEARS

IT'S BETTER THAN...
KING OF FIGHTERS 2002

IT'S WORSE THAN...
GUILTY GEAR X2

It might be a bit rough around the edges and lack the depth of other similar titles, but *Isuka* is enjoyable, easy to get to grips with and gorgeous-looking too.

79

INFOSTRIP

DETAILS
Developer: Ertain
Publisher: Koei
Players: 1
Memory Save: 145kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"The first recorded gladiatorial combat took place in 264 BC in honour of the deceased Junius Brutus, assassin of Caesar."

GAMEPIE
60% Fighting
10% Strategy
15% Weapons
15% Being bored.

GAMEFAX
Role Playing
Beat-em-up
Realistic
Violence

TRIVBURST
- Create your own gladiator.
- Use your adrenaline meter for special moves
- Watch your victims' corpses being carried out of the arena

The MON£Y $HOT
Here's your heavily tattooed man. Apparently plus-fours were all the rage in ancient Rome. Anyway, slash away at the bad guys.

"DRAG ITS CORPSE OUT OF THE STADIUM"

COLOSSEUM: ROAD TO FREEDOM

An RPG that definitely gets the thumbs-down of death.

The sword and sandals genre has become increasingly popular since Russell Crowe sliced, diced and dismembered his way through Gladiator. There was the excellent *Shadow of Rome* and now *Colosseum: Road to Freedom* appears, attempting to add RPG substance to a limited premise (kill people, win money, kill people and so on), But does it work?

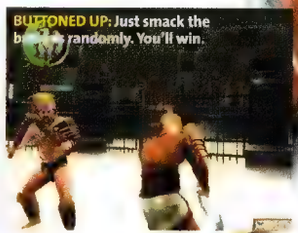
Well... [Roman timpani roll please.] No. It doesn't. It's RPG elements amount to little more than simple weapon upgrades, the gameplay is linear (a simple story of a slave of the Roman Empire hacking and slashing his way through various hoards) but even with options such as Battle Royale and Last Man Standing (and the chance to battle against wild animals), there are only so many times you can perform the same old bone-crunching moves before repetition sinks in.

You'll begin with the requisite training course, where you learn your combat techniques. Each 'shape' button controls the angle of attack and, in addition to that, you have an adrenaline meter that, when full, you can use to help pull off special moves. As you progress you can upgrade your moves and, once you pick up various 'tablets' that are left around by your slain opponents, assign yourself new attack methods. Neat – but familiar.

Visually, it's a mixed bag. Your opponents are detailed, but the crowd scenes look (like Rome itself) rather dated. The colosseums are pretty impressive in the opening cut-scenes, yet in the main battles they've bland textures and a slightly hazy appearance that looks as though someone's spread Vaseline over the lens to hide the chunkiness that lies beneath.

The camera is fine for one-on-one battles but starts to lose track when more characters arrive on the scene, leaving you open to attacks by unseen opponents. The AI is shallow and you can defeat most fighters with the most rudimentary moves. As for the RPG element there's little to do beyond a bit of limited chat with other characters, the occasional upgrade of your status and a spot of weapon trading. We expect more from a quality and quirky Japanese publisher like Koei – best stick to subject matter a little closer to home in the future. **David Latour**

■ *This isn't out until September 30th.*



CHOOSE WISELY, MY FRIEND...

To begin the game, you can choose what kind of fighter you are to be by answering various multiple-choice questions. These include 'Where you were born?' to 'What did you do before you were captured?' to 'Which path do you choose?' the latter boasting the ever-so-slightly foreboding options of 'destiny', 'survival' and our own personal favourite, the 'unknown path'. Sounds exciting, but remember that episode of The Simpsons when Homer visits the Duff brewery and all the 'different' flavours of beer are coming out of the same single pipe? Exactly.

outside Rickmansworth. It's crap, but it's got a Starbucks."

called 'Pleasant amble in the Devonshire countryside'?"

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Hacking your enemies to bloody pieces is fun. – Overly repetitive action isn't, however.	+ Some nice cut-scenes and detailed opponents. – Crowd scenes are hilariously outdated.	+ Music captures the feel of the occasion. – But the speech is limited and sounds 'cheap'.

LIFESPAN
Not the best example of this genre (try *Shadow of Rome* instead) doubtful that you'll want to play it through to the end.
MINUTES — YEARS

IT'S BETTER THAN...
FALLOUT

IT'S WORSE THAN...
FINAL FANTASY X

This isn't really an RPG, merely a glorified beat-'em-up that hacks its way senselessly into a state of pure mediocrity. Predictable and boring.

5.1

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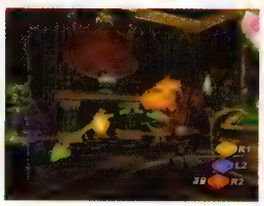
INFOSTRIP DETAILS
Developer: Double Fine
Publisher:
Players:
Memory:
Surround sound: Yes
50-60Hz: No
Widescreen: No

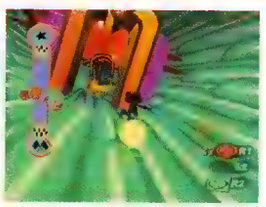
QUESTION...
Is it true that the EB thinks in the past employed PS2 staff to lampoon each other in [illegible]?

GAMEFAX
Original
Funny

PSM2 GOLD AWARD
PSM2 GAME OF THE MONTH
The MONEY SHOT
Once you've unlocked telekinesis and levitation, combat is an absolute joy as you bounce about tossing enemies around with your head.

"A GLEEFUL BUT MOVING EMOTIONAL JOURNEY"





MEMORY LANE

Explore a character's mind enough and you'll see a big blue safe bouncing around. If you manage to catch it you can bust it open with a punch and view any memories they've chosen to seal away or store. Coach Oleander's 'pride' reel shows him as a war hero, Sasha's 'first loss' shows his mother dying and sassy secret agent Milla's is a flashback of her Austin Powers-style exploits.

Trivia #42: The artwork in each character's memory flashback is excellent and there are over ten to unlock and view.

PSYCHONAUTS

Cute, colourful and full of character, but there's more to *Psychonauts* than meets the eye...

When you think of fairy tales you think of magical puppies, beanstalks and cats wearing boots, but think harder – they're actually really sinister. They're full of giants, witches and wolves who kill children by eating them, burning them alive and posing as their grandmothers. Fairytales are dark and menacing and, despite the inevitable happy ending, exist to scare children. They're *horrible*.

Psychonauts is a fairy tale and, in that fine tradition, it's colourful and joyous, but also dark, grim and upsetting. It may be the heart-warming tale of a gifted child rising above unfortunate circumstances, but it's also a harrowing journey through some deeply damaged minds.

Confused? Allow us to explain. You, Razputin (or simply 'Raz'), are an up-and-coming psychonaut – a soldier gifted in the art of telekinesis. You're at a summer camp for promising psychic cadets, but something nasty is afoot that we really can't be bothered explaining – you'll find out when you buy the game. As part of your training, you have to dive into the brains of a series of oddball characters, wade through the twisting tangles of their psyches and absorb their outlandish psycho-skills. But it won't be easy. The person you dive into's fears, feelings, thoughts and insecurities are manifested physically and present Raz with towering platform-filled levels, perilous obstacles and hideous, foreboding monsters.

The 'theme' of the level depends on who you're currently brain-jacking, so for instance, military nut Coach Oleander's mind comes in the form of a raging warzone with cannons and minefields, while the logical scientist Sasha Nein's consciousness is a vast, symmetrical cube with compartments that neatly arrange his thoughts. It's really clever and makes a refreshing change from the unimaginative 'lava, snow, desert' routine that most platformers plump for these days.

Furthermore, there's absolutely loads to do in each of the game's thirteen levels. Perhaps even too much. If you thought collecting all 100 Precursor orbs in *Jak & Daxter* or earning enough bolts to buy the Devastator in *Ratchet & Clank* was a chore, you ain't seen nothing yet. Each character's mind has 'emotional baggage' (realized as items of weeping luggage) that must be unlocked, 'mental cobwebs' that need blowing away and over 100 'figments' that you can collect to raise your overall 'psi-rank' – a measure of how far you've progressed in the game and your ticket to all kinds of new telekinetic powers.

There's much, much more, but you get the idea – there's a lot to discover in *Psychonauts*. Better yet, the levels themselves are vast and an absolute joy to explore, with hidden entrances, platforms suspended high in the air, caverns, tunnels and countless nooks containing vital, but optional, items. We can see perfectionists spending a lot of time with this, but if you just fancy storming through the main portion of the game there's nothing stopping you. *Psychonauts* works on both levels.

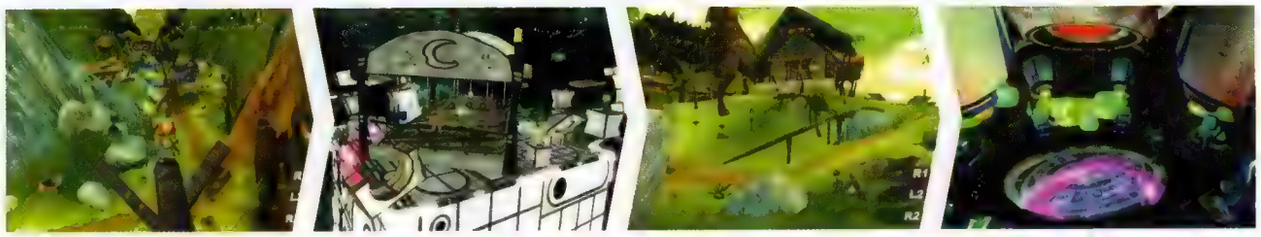
BOSS KEMP: The boss battles are a highlight. They're absolutely *huge*.

"COLOURFUL AND JOYOUS BUT ALSO DARK, GRIM AND RATHER UPSETTING"

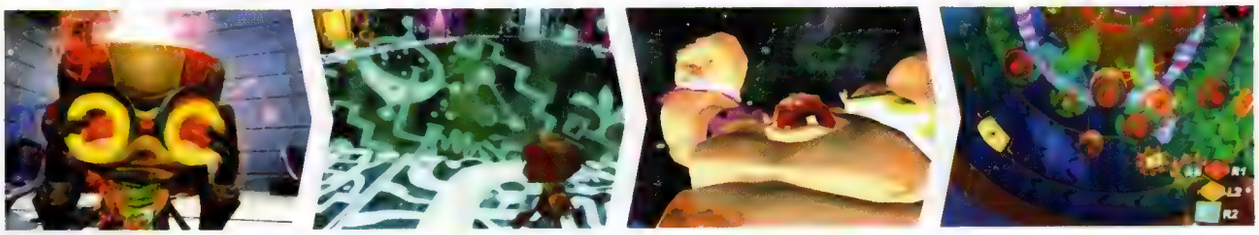
FOUR REASONS TO LOVE PSYCHONAUTS

THE CHARACTERS
Coming from the creator of one of gaming's finest characters, the inept pirate Guybrush Threepwood from *Monkey Island*, it's no surprise that the *Psychonauts* cast is so likeable and well-rounded. The wonderfully weird design and hilarious voice acting really give the game an edge over its peers

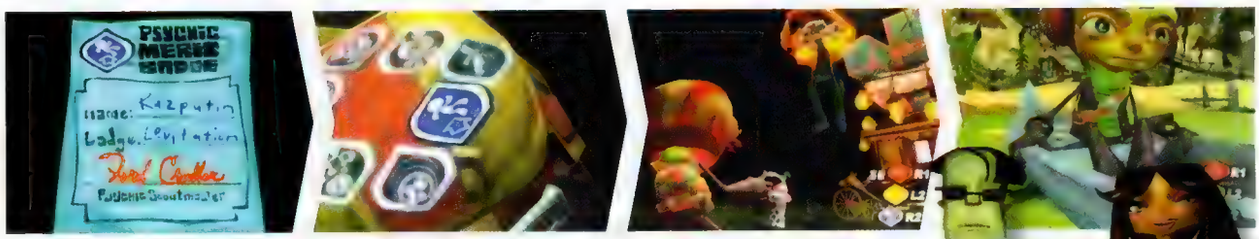
HUGE LEVELS
As these shots indicate, the draw distance in *Psychonauts* is seemingly never-ending, which suits the exploration side of things nicely. Climbing the level and gazing across the vastness before you is a joy and, as any platformer worth its salt should provide, there are scores of secrets to discover.



BRAINJACKING
Exploring peoples' brains is the highlight of the game and gives the developers an excuse to flex their creativity. The enemies here come in the form of 'censors' that try and get rid of whomever's invading their host's mind, and other monsters personifying fear, paranoia and so on.



MERIT BADGES
To become a fully-fledged psychonaut, Raz has to obtain badges from the summer camp's teachers. These unlock new abilties including levitation, pyrokinesis and a kind of telekinesis that lets you toss things about by just thinking, including, brilliantly, people. Hardly original, but *fun*.



It's funny too. Real funny. The game's writer Tim Schafer made a name for himself with classic comedy adventure games including *Monkey Island* and *Grim Fandango*, and fans of these will feel right at home with his skewed sense of humour. The Whispering Rock summer camp is full of charming, likeable characters including Dogen (who has to wear a tinfoil hat because he keeps making animals' heads explode), Nils (a ten-year-old self-proclaimed 'lord of the ladies'), Bobby Zilch (archetypal knuckle-headed bully) and, of course, the protagonist Razputin who escaped from life as a circus performer to become a psychonaut.

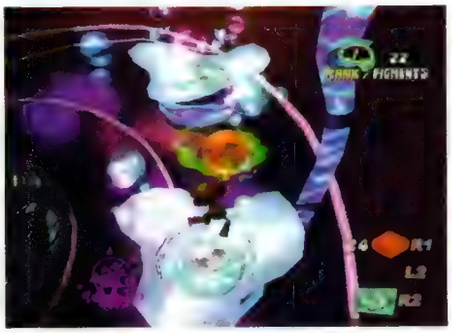
And, like all good heroes, Razputin is troubled. One scene inside his brain (yes, you can run around your own mind too) sees him using pyrokinesis to burn torturous childhood memories of his circus upbringing (his psychic-hating father specifically), which is surprisingly poignant and adult for something so, well, colourful. The other characters also have their own share of troubles. Destroying mental 'vaults' inside their heads lets you view a showreel of their deepest, darkest secrets – Sasha Nein's is particularly sad. Through his childhood eyes, you see his mother slowly deteriorating in health and eventually dying.

Look, there's basically nothing else like *Psychonauts* on PS2. At first glance it may appear to be your average platformer, but buried beneath the whimsy, kaleidoscopic exterior lies a deep, well-written and really quite touching tale of fear, love, anger, joy, heartbreak and sadness. It's original, it's huge, it's entertaining and you owe it to yourself and your soul to buy it.

■ *Out on October 28th or import it now.*

"A TALE OF FEAR, LOVE, JOY AND ANGER. THERE'S NOTHING ELSE LIKE IT"

HEART OF THE TOWN: There are loads of odd characters to chat with.



PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Extremely user-friendly and brilliant fun. – The camera can be a little bit lazy at times.	+ Unique design and a vast draw distance. – Some pop-up and slowdown.	+ Eerie music and great voice-work. – The music sounds a bit fuzzy, really.

LIFESPAN

There's more stuff to collect here than most people will have time for, so if you're dedicated, prepare for a long haul.

MINUTES — YEARS

IT'S BETTER THAN... RATCHET & CLANK

IT'S WORSE THAN... JAK 2: RENEGADE

Limitless depth, a gripping story and truly original design set *Psychonauts* apart from its bretheren. Most of all, though, it's good old-fashioned *fun*.

90

INFOTOP

DETAILS
Developer: Toys For Bob
Publisher: Activision
Players: 1-4
Memory Save: 68KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"You can buy zebra meat over the internet. It tastes like beef, but slightly sweeter. Hey, come back! I thought you were my friends!"

GAMEPIE
25% Lions...
25% ...and hippos...
25% ...and zebras...
25% ...oh, my.

GAMEFAX
Platformer | For Kiddies | Easy | Stupid

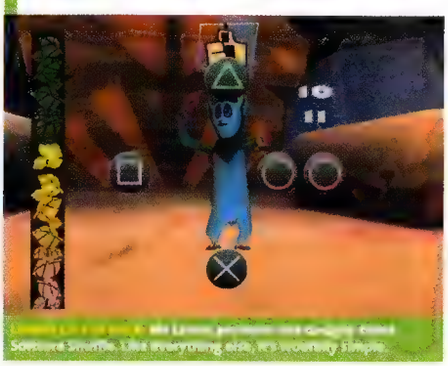
TRIVBURST
- Based on the new movie from Dreamworks.
- Features the film actors, including Chris Rock and David Schwimmer.
- 11 "action-packed" chapters. It says here.

The MON£Y $HOT
This is Alex the lion. As you can see, he's got crabs. Well, a crab. A swift, powerful roar will sent them scuttling away in terror, though.

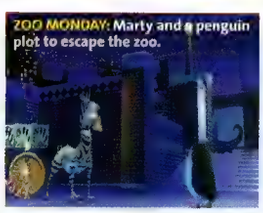
KING OF THE BUNGLE: Alex explores the rather generic jungle landscape.

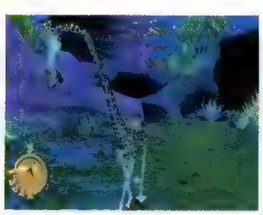
FEELING ZOO-VY

If you collect coins throughout the game, you can visit the, er, Zoovernir shop, where you can buy hats and stuff for your characters, and play a bunch of minigames. There's a crazy golf game, something called Shuffleboarding (which is like surfing combined with *Crown Green bowling*) and the <cough> Lemur Rave. That's a rhythm action bit, and it offers you the chance to perform something called the Softcore Shuffle. The *Softcore Shuffle!* Nathan often does that with his stash of 'special' magazines. Isn't this a kids' game? What filth. Someone call the Daily Mail immediately.



"ANIMAL TRAGIC"


ZOO MONDAY: Marty and a penguin plot to escape the zoo.



MADAGASCAR

OK, it's another so-so movie tie-in – but we bet you've never played as a zebra before, eh?

Although the pastimes of kids and adults are steadily converging – both play *San Andreas*, both watch SpongeBob Squarepants – there are certain places where the twain shall almost definitely never meet. Not all that many adults are ever seen drinking Sunny D, for instance, and you don't usually get hordes of eight-year-olds listening to Joy Division records. Similarly, there's not a lot of people over the age of nine years old who are going to get a great deal out of playing *Madagascar*.

HIPPO TO BE SQUARE: Gloria goes shuffleboarding. Stop her as close to the mark as possible.

OK, it's hugely colourful, there are imaginative set-pieces and you get to be a zebra – something that would've improved *Death By Degrees* no end – but it plays in a manner that's so simple it could present Top Of The Pops. Hardly a surprise for a kids' film license, we suppose – the plot of which, by the way, sees Marty the zebra, Alex the lion, Gloria the hippo, Melman the giraffe and a load of penguins escape from their zoo and head for Madagascar, believing paradise to be there.

Madagascar takes a basic platforming structure and intersperses it with a huge heap of other gameplay styles – a fishing sub-game, a *Frogger* variant and a penguin-based version of *Metal Gear Solid* (seriously), for example – but each and every part is so straightforward that it's simply boring. Take the bit where you have to guide Melman the giraffe over bridges and moving buses across a busy road. Certainly an original premise, and we've never seen a giraffe that can spin like a helicopter. But you could – seriously – do it with your eyes shut. And you can level that criticism at *everything* within *Madagascar*. Like in the stealth bits where, as long as the guards' backs are turned, you can clatter past making as much noise as you like. There's a *Silent Scope*-style shooting bit (with a tranquiliser gun) but the only way you'd mess up would be if you found it so easy, you mentally switched off entirely and let a baddie creep up from one side.

Yet if we were six or seven, we suspect we'd really enjoy *Madagascar*. It's bright, clever, colourful, responsive and rammed with appealing characters. However, it's just so simple, it's a bit boring. But then, it's not really meant for us or, probably, for you. So, if you happen to be reading the mag and you're under ten, then firstly, please don't use our swear words in front of your mum and dad, and secondly, add another 20% to this score. Ditto if you're a parent yourself looking for something to play with your sprog. If you're neither, however, you'll probably find this pretty bad. Bad-agascar, even. <wince> **David Cook**

■ Madagascar *is out now.*

PSM² VERDICT

GAMEPLAY
+ Very, very easy to get to grips with.
– But it's so simple, it's all a bit tedious.

GRAPHICS
+ Gorgeous. Vivid, crisp – it all looks lovely.
– The jungle's a bit brown, isn't it?

SOUND
+ It's got all the voice actors from the movie.
– The script is resolutely unfunny.

LIFESPAN
If you're physically able to hold a joypad, then you'll breeze through this faster than a cheetah on a jet-ski.
MINUTES ——— YEARS

IT'S BETTER THAN...
LEMONY SNICKET

IT'S WORSE THAN...
THE INCREDIBLES

Kids will probably have a blast with this, but anyone else will find it brain cell-destroyingly tedious. But we'd like more games with zebras, please. Zebras are ace.

56

INFOSTRIP

DETAILS

Developer: Zoo Digital
Publisher: Activision
Players: 1-2
Memory Save: 89KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports
Budget
Realistic
Shit

"SMELLS A LITTLE BIT FISHY"

FISHERMAN'S FRIEND: Well, er, it's a float. Can you catch a fish? Who cares?

RAPALA PRO FISHING

Throw this one right back into the river.

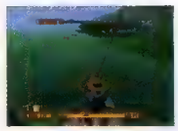
Bass-ically – sorry, couldn't resist – fishing is dull. What we'd like to see would be a new version of the 'sport' called Extreme Death Angling, in which every third fish has a high-impact explosive inserted in its gills and, when caught, it blows the fisherman's face off. Last man standing wins. Hell, it'd be much better than this, which is *Sega Bass Fishing* without the good bits.

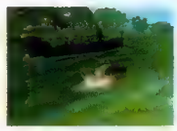
First, you pick your fisherman or fisherlady. Inexplicably, these include Chad, Tandy and Jenna, who look like they've got lost on the way to audition for *FIFA Street*. We like Martha best, because she reminds us of our mums. It doesn't really matter, though, because none of them have any different skills to the others. Then you jump in your boat, cast your rod – pull back then forward on the right stick – and, well, wait.

Once you've cast, you see, that's all that happens. You sit and look at a really odd camera angle, viewed from below your bait, and wait for a fish to arrive. Then, when one does, you jam down R2, yank the right analogue stick about according to directional prompts and, frankly, that's about it.

There are competitions and loads of types of fish, but none of that matters when the core gameplay blows hard. *Rapala* simply takes a minority – ie. boring – sport, and makes it even less diverting than the real thing. Buy *Sega Bass* instead. This is carp. **David Cook**

■ *Buy this now, or actually go fishing instead.*





MURDER SHE BOAT: Pick your spot carefully. Based on boredom and guesswork.

PSM2 VERDICT

It's fishing. If that excites you, you might – *might* – get something out of this. If the idea makes you shudder, don't touch *Rapala* with a ten-foot rod.

40

INFOSTRIP

DETAILS

Developer: Pirate
Publisher: JoWood
Players: 1-4
Memory Save: 106kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Eyetoy
For kiddies
Stupid
Shit

"JUST SNOW GOOD AT ALL"

EYETOY YETISPORTS ARCTIC ADVENTURES

Another rubbish EyeToy game. 'Yay'.

Grabbing games from the internet and dressing them up a bit seems to be all the rage these days. Following *Alien Hominid* (PSM2#61, 74%) comes Yetisports, an EyeToy version of the – life-eatingly addictive – net plaything. But unlike *Alien Hominid*, which was barely altered in transition – altered too little for its own good, in fact – Yetisports has overegged its gaming pudding and left us with something that leaves us as cold as week-old semolina.

In internet-land, *Yetisports* is 2D and consists of little more than clicking your mouse at exactly the right time to make your Yeti smack a penguin with a baseball bat, or timing your presses at spot-on intervals to make your seagull glide as long as possible. It's all about precision – but EyeToy is hardly a precision instrument. It has to deal with big, flappy hand movements, after all, and any game that requires absolute pixel-perfect accuracy may as well forget it. Guess what, folks?

Smacking a small penguin with a virtual baseball bat proves almost too unwieldy for words. Penguin tennis fares a little better, but not much. And the Yeti snowboarding and seagull gliding sections suffer from similar problems – let's face it, flapping your arms like a bird is hardly going to offer the precise control that the latter section demands, and as for the former, it's little more than a diluted version of *EyeToy Antigrav*. And that was hardly a blinder in the first place.

Yetisports doesn't offer much. The controls are weak, there's only half a dozen mini-games and it'll do nothing to convert people who think of EyeToy as simply a bit of a novelty. Honestly, this is a whole load more fun on the internet. Save your strength and your money. **David Cook**

■ *Yetisports is out now.*

PSM2 VERDICT

Do you want a terrific version of this, for free, on the internet? Or do you want to hand over twenty quid for a shonky EyeToy copy? Think carefully now...

44

DVD Reviews

THE LATEST MOVIES FIT FOR YOUR PS2

"WE GET HINTS THAT HIS BEST PAL GETS HIM HOT UNDER THE TOGA..."

ALEXANDER

Colin Farrell conquers the known world. Badly...

Thanks to a combination of tactical skills and sheer guts, the Macedonian King Alexander was able to conquer every foe he came up against. Sadly, the same can't be said for Oliver Stone's film, which traces the famed warrior from his birth, through his difficult childhood, his swift rise to power and his demise at the hands of treacherous friends.

Stone has long-harboured a dream to make this epic, and fought off a challenge from Baz "Moulin Rouge" Luhrmann, who kept threatening to make his own version of the story. But Stone got out of the gate first and promised sweeping battles, quality intrigue and lashings of hot sex. Which doesn't really explain why – decent battle scenes aside – the final product is such an embarrassing, cheesy mess. It

"A SEX-OBSESSED SET OF ROLE MODELS THAT WOULD DRIVE ANY CHILD INTO THERAPY"

doesn't help that half the cast seem to think that overacting is a substitute for a dodgy script.

HISTORICALLY HYSTERICAL

And it's right from the start you realise that something's up. With Val Kilmer and Angelina Jolie playing the young Alexander's parents, the pair are a sex-and-snakes obsessed set of role models that would be enough to drive any child into therapy. But Stone indulges their quirky personalities until they overwhelm the rest of the movie. Farrell gives it his best shot, but he's acting from beneath a flowing blond wig and faced with a director who can't decide if he wants to play up the hero's bi-sexualness or leave it on the cutting room floor. We get hints that Alexander's best pal, played by Jared Leto, gets him all hot under the toga, but every time it's more than suggested, the film hesitates leaving things jagged and uneven.

Thank goodness that when Stone stops worrying about sex and throws himself into the swordy clashes, things perk up. He's still got a way with a camera, throwing us into the blood-splattered warfare with an enthusiasm and style you wish he'd shown for the rest of the running time. Those who are true masochists can plump for the full-on 2-disc set. Regular fans of car-crash cinema should stick to rental.

STARRING
- Colin Farrell
- Val Kilmer
- Angelina Jolie
- Rosario Dawson
- Jared Leto
- Anthony Hopkins
- Brian Blessed
- Connor Paolo

DIRECTOR
- Oliver Stone

CERTIFICATE
- 15

PRICE
- £22.99

RELEASE
- 1st August

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Lavish sets – there's a lot of money on screen – Awful acting throughout.	+ The well crafted warfare scenes are cool. – It's strung together with jumpy and goofy script.	+ Stone gives good commentary – Apologetic featurettes

EXTRAS

Ollie Stone and historian (wait, there was on involved?) Robin Lane Fox justify their reasons for making the film and the choices involved. Elsewhere, it's Electronic Press Kit city as the stars

IT'S BETTER THAN...
TROY

IT'S WORSE THAN...
MASTER AND COMMANDER:

Schlocky, but sometimes so-bad-it's-great, Alexander isn't the director's or actor's finest hours being laughable when everyone's trying to be serious.

49

"THE DIALOGUE BECOMES LESS CRAPIER, MORE SNAPPIER"

THE INTERPRETER

Intrigue and assassination at the UN...

STARRING
- Nicole Kidman
- Sean Penn
- Catherine Keener
- Sidney Pollack
- Yvan Attal
- Jesper Christensen
- Hugo Speer
- Michael Wright

DIRECTOR
- Sydney Pollack

CERTIFICATE
- 12

PRICE
- £29.99

RELEASE
- 15 August

For a long time, it seems like the most exciting thing about The Interpreter is that the filmmakers got permission to shoot inside the real United Nations headquarters in New York. Which, frankly, isn't very exciting at all. Hooray! Grey walls! Huzzah! Boring offices! Whoopee! That huge conference chamber you've seen on the news a lot! But once director Sydney Pollack lights the blue touchpaper, things finally start to take off. Kidman stars as weirdly-accented South African-born Interpreter Sylvia Broome. When she overhears what sounds like an assassination plot, the Secret Service sends agent Tobin Keller (Sean Penn) to investigate. Soon, the two are wrapped up in a conspiracy that goes much deeper...

CULTURE SHOCK

Pollack's intention was to craft a more intellectual thriller than the parade of dumbed-down shockers we've had recently. For the most part, it works: this is indeed a well-made, thoughtful film. And while the slow-burn feel means that it seems to go on rather longer than it should, it's well worth sticking through the slightly tepid earlier scenes to get to the meat of the story. Naturally, no-one is what they seem at first glance, and there are levels to the film that you'll be glad you stuck around to appreciate. Thankfully, the stars bring some much-needed life to fairly clichéd characters and as the plot thickens, their dialogue becomes less crappier, more snappier. Well worth it if you need a change from the usual under-written Hollyschlock.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Great stars and director doing great work. – Very slow at the start.	+ Blessed with some top quality twists. – Catherine Keener is wasted in her role.	+ Decent commentary – Dull look at the UN. And that's your lot. Tsk.

EXTRAS

Yes, it's very nice that Pollack was able to shoot at the UN. But it's not worth quite the amount of detail that the featurettes lavish on the film. The piece on a real-life interpreter is fun, though.

IT'S BETTER THAN...
THE JACKAL

IT'S WORSE THAN...
HOTEL RWANDA

Grown up entertainment that groans under the weight of its worthiness. It *knows* that it's a worthy film but fortunately it's a pretty decent one too.

68

THE MACHINIST

STARRING
- Christian Bale
- Jennifer Jason Leigh

DIRECTOR
- Brad Anderson

CERTIFICATE
- 15

PRICE
- £15.99

RELEASE
- 1 August

Before he got the job in the Bat suit, Christian Bale was looking a little less buff for The Machinist. He plays Trevor Reznik, a machine operator at a heavy industrial plant troubled by a past misdeed he can't clearly remember. The weight of guilt is stopping him sleeping, leaving him a hollow shell of a man who – frankly – can't eat. To make matters worse, he's start to have hallucinations... Or is he? Director Brad Anderson draws you into Reznik's mixed up (and grim) world with a hypnotic style and a story that refuses to hand out the easy answers you're expecting – at least, until the finale, when the film reveals that... Well, that would be telling. Not *quite* the masterpiece we'd been led to expect, but still a cracking thriller. Watch it if only to see Bale take method acting to breaking point.

65

DOCTOR WHO (2005) VOL.3

STARRING
- Christopher Eccleston
- Billie Piper

DIRECTOR
- Various

CERTIFICATE
- 12

PRICE
- £15.99

RELEASE
- 1 August

The BBC has brought everyone's favourite Timelord back to the telly in fine style. With Russell T Davies (him what wrote Queer As Folk and the recent Casanova) at the helm, this new regeneration is a fresh and – thanks to a decent budget at last – superbly made take on the classic Who image. This third volume, however, is a mixed bag. There's the good: Father's Day (a heart wrencher which sees Piper's Rose trying to save her dead father), The Empty Child & The Doctor Dances (scary mutant zombies in Blitz-torn London) and the not so good...The Long Game, a shoddy sci-fi which looks like a holdover from the '80s. All three (so far) DVD have been great but when is the full-on proper 'Season' boxset out? Still, this makes yer proud to be British. Take that, Yanks!

84

Films from another space and time

ANIMANIA

RAH XEPHON: ORCHESTRATION 6

This series just gets better and better. Confronted with his destiny, Kyato must make a terrifying choice; reclaim the Rah Xephon at sacrifice everything he holds dear. There's shedloads of robot-on-robot battling as the sinister Dolems hang ominously over Tokyo preparing to strike. A beautiful mix of drama and action. More, please.

89

FULL METAL PANIC: MISSION 05

Although the cover and title suggest massive robot death, Full Metal Panic is more of a drama than anything else. This volume revolves around a new guy, Souske, and his struggle to survive behind enemy lines. There's a decent amount of action but it's mostly talky-talky. That's all fine and good, but we were expecting something a little more *dramatic*.

78

DAI GUARD: VOLUME 5

The pilots of the Dai Guard are under pressure from their bosses. New jobs seem the only way forward, but the world needs heroes. Slick animation, excellent voice acting and insane alien villains make this well worth a look. The action comes thick and fast and there's a lot of philosophical banter. This series continues to impress with its well balanced blend of humour and action.

76

ALSO RELEASED

RIDING GIANTS

■ Released 2 August ■ Cert 12 ■ Price £19.99

Stacey Peralta, the man who brought us Z-Boys is back with his other passion: surfing. This is a stylish, enthusiastic peek into the world of pro wave-catchers.

72

STEAMBOY

■ Released 25 July ■ Cert PG ■ Price £19.99

Akira creator Katsuhiro Otomo returns. This is more a coherent, but somehow much less impressive slice of sci-fi. It has its moments, but never really takes off.

45

D.E.B.S.

■ Released 25 July ■ Cert 12 ■ Price £19.99

What's not to like about a girls' charm school that doubles as a secret spy academy? And where the top student falls in love with her female nemesis? Huh?

50

ARE WE THERE YET?

■ Released 25 July ■ Cert PG ■ Price £19.99

Ice cube is a smooth operator who attempts to prove to his latest girlfriend that he's a good guy by taking her kids on a road tri..... zzzzz. Sorry, wake us when it's over.

31

COMING SOON

BULLET BOY
Released 29 August
Price £19.99

JAWS 30TH ANNIVERSARY SPECIAL EDITION
Released 29 August
Price £22.99

SPOOKS SEASON 3
Released 5 September
Price £39.99

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PS3 BLOWN APART!

BOOM! The latest PS3 facts are about to explode in your face! The games look great but how much will PS3 cost when can you buy one and just how big is Ken Kutaragi's head?

HOT LIKE THE SUN: At the E3 show in Los Angeles rampant games journalists and developers queued for hours to get up close to the three PS3's secreted behind bulletproof glass. Here's the results from PSM3's trusty spycam.

FLAP DANCER: The silver chunk at the front edge (to the left on this photo) lifts up to reveal ports for three types of memory card.

SIXAXIS: The pad is still just a prototype design. Thank God.

PORT IN THE ACT: Plug in your power lead, digital audio amp, A/V leads, two HD TVs, two USB devices (with four more at the front) and three Ethernet boxes here. Phew.

LAUNCH DATE!

So when can we buy one?

At the PS3 unveiling in LA Sony boldly claimed a Spring 2006 launch date. Very nice – but highly unlikely. It's a white lie designed to scare poor old Microsoft who naturally want PS3 to be launched as late as possible to give their Xbox 360 (out Christmas 2005) as clear a run as possible. If Sony have their way 360 will win Christmas but they'll stomp on it soon after.

In actuality, it's most likely that PS3 won't see the light of day until April or May in Japan, given the complexity and costs of the machine they've designed. Technology experts say that the combination of Blu-ray, plus Cell, plus RSX simply can't be done sooner.

The good news is that unlike previous PlayStation launches (PSone in 1995 and PS2 in 2000) Sony are promising that we'll be getting PS3 very soon after its launch in Japan. David Reeves, President of Sony Computer Entertainment Europe has said as much. "You'll be surprised at how soon", he said recently.

While it's tempting to believe him, we have the small matter of PSP and its still-awaited Euro launch a full nine months after the Japanese release as recent evidence. Because of this we're inclined to think that Mr Reeves, for all his good intentions, is in fact talking out of his arse.

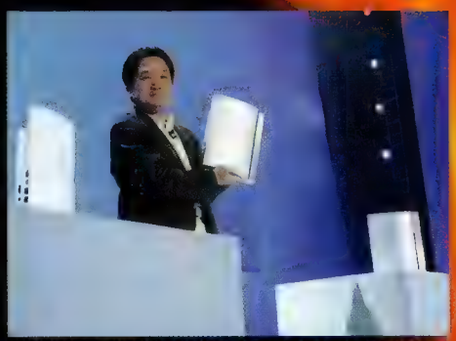
So when then? We're going for late 2006 in the UK – most likely (like PS2) just in time for Christmas and demand is likely to be off the scale. Best start saving for that hefty pre-order now.

PLEASE RELEASE ME: The moment of truth from the PS3 unveiling at LA, May 16th 2005. Ken says Spring 2006 – Microsoft pack collective strides, knowing they've only four months to log as many 360s as they can before it's all over. The 'Spring' date is most likely a bluff though. And don't expect a UK PS3 until Christmas 2006.

PRICE!

How Much Will It Be?

If you'd have asked us this at the moment of its unveiling, we'd have laughingly told you that it'll be £299 and joyfully skipped off down the street with a spring in our step and a mind full of brilliant PS3 games. However, since that day we've packed away our rose tinted space-goggles and have studied the harsh economics of the situation. Know this:



KEN KUTARAG-THREE: So far the only PS3s in the world are under the watchful eye of Ken Kutaragi. And they ain't goin' nowhere.

FACT 1

Sony make a lot of money out of PlayStation. It has gone from being an ambitious new venture in 1995, when they launched PS1, to a revenue source that, at the PS2's prime in 2002, accounted for half of the company's profits. Not 'maximising' their income from PS3 would be stupid.

FACT 2

PS3 will be huge. There's the success of the previous two machines to take into account and if the third box can do half of what they're claiming everyone and their Gran will want one.

FACT 3

Sony haven't been doing too well recently. There's a lot of shareholders to keep happy and considering that the price of Sony stock has slumped by 73% over the last five years they're running out of patience. Sony need to make money and appease investors quickly.

FACT 4

PS3 is a fantastically well-specced piece of kit. Barely any corners are being cut and the small matter of creating a brand new processor especially for it (PS3 will be the first unit to use Sony's Cell) represents a massive investment – they've spent $1.83billion on it so far without earning a single penny from it. Current estimates suggest that every PS3 will cost Sony 54,000 yen to build. That's £275 each – just for them to make the thing. If Ken and the kids are going to eat, you can expect a healthy mark up on that. See our estimates for the cost of PS3 below.

FACT 5

Ken Kutaragi himself has said that he doesn't see a high price point being a problem. He told Japanese business magazine Toyo Keizai recently "Whether consumers think a product is expensive or cheap all depends on the balance between its appeal and price. Our ideal [for the PS3] is for consumers to think to themselves, 'OK, I'll work more hours and buy it.' We want people to feel that they want it, no matter what. When we launched PlayStation, which people said was too expensive, and also to the PSP which is certainly expensive for a handheld, people lined up overnight to buy [the PSP], and it sold out on the day of its launch. It all depends on whether people want it. Of course, I'm confident that the PS3 is a product that people will definitely want." Hmm. Don't take that to mean that PS3 will be expensive.

FACT 6

Everything in Japan costs more than the UK. Trade [illegible] conversion factor for most things, but not everyone. Ie, if it costs $[illegible] in Japan the price of £200. We will pay more [illegible] PSP is

BLACK POWER: Sony have already showed off the machine in white (camp), silver (twee) and black (super-cool) casings. It's doubtful that all three colours will be available at launch, however. Damn.

America is $280 (£160) but [illegible] PSP has been set at £180. Expect PS3 to cost more in the UK than it will in America [illegible] than in Japan.

WHAT DOES IT ALL MEAN?

PS3 ain't gonna be cheap but [illegible] are predicting that Sony will [illegible] the price of PS3, selling it for less than it costs to make it. They are estimated to lose [illegible] in the first year of PS3. It's big [illegible] to their credit, aren't cutting [illegible] balls-out to make PS3 as good [illegible]

HOW TO MAKE A PS3!

PS3 is crammed with brilliant new technology which doesn't come cheap.

1 Cell Chip

What is it?

The central brain of the PS3, developed by Sony alongside IBM, the computer giant that invented the PC. It's designed to be easily expandable (just add more Cell chips for more power) and, as manufacturing costs drop, it's going to find its way into home computers, TVs, phones, everything. The first mass-market airing of the chip will be inside PS3.

Comparable Current Technology:

A top PC Pentium Processor (Pentium 4 640 3.2Ghz – the chip that Sony used for comparison in their PS3 presentation) costs £180. And Sony reckon Cell totally toasts it.

Estimated Cost In PS3: £80

2 RSX Chip

What is it?

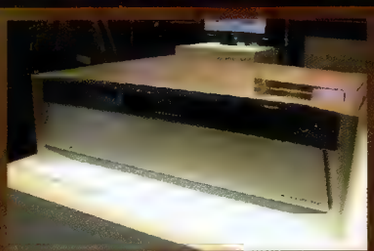
The latest super-powered graphics chip from industry leaders Nvidia – a company that have made a fortune flogging graphics accelerators for use in PCs. The RSX is their ultimate chip combining all their PC-know how with an interface designed to gel with Sony's Cell.

Comparable Current Technology:

The best graphics card that Nvidia currently make (and the one RSX uses as a basis) is the Nvidia Geforce 7800 GTX (RRP £380). This is the chip that powered the Luna demo (of an incredibly lifelike lady) Nvidia showed at E3. Christ knows how they expect to get a chip *better than this* into PS3 for a workable price.

Estimated Cost In PS3: £100

3 Blu-ray Drive



What is it?

The new disc standard created by Sony, Hitachi, JVC, LG, Mitsubishi, Panasonic, Pioneer, Philips, Samsung, Sharp, TDK and Thomson among others. It's going to revolutionise movie-watching with images twice as detailed as DVD.

Comparable Current Technology:

Many of the manufacturers named above make players that will play and record on Blu-ray. Currently Sony sell one model, the Sony BDZ-S77 priced at 222,000 yen (an astronomical £1137) which they say is aimed for serious business and professional use. Domestic (ie, much cheaper) models will become available but even so the drive alone (which can play and burn CDs, DVDs and Blu-ray discs) can't be cheap

Estimated Cost In PS3: £120

4 802.11g Wireless Adaptor

What is it?

A wireless modem built into PS3 that allows it to connect to your broadband connection at home without the need for wires. Wireless, see? You need a wireless router already (plugged into wherever you get your broadband from) but the sending and receiving bit at PS3's end is all built in.

Comparable Current Technology:

To make your PC wireless ready you need to buy a wireless card, such as the Netgear WG511 802.11g wireless card. Cost £30.

Estimated Cost In PS3: £20

BLU-RAY!

Why is Blue-ray so important to PS3?

It's easy to underestimate the importance of the PS3's Blu-ray drive. By the time the PS3 arrives – and certainly timed to coincide perfectly with its launch – you'll be able to buy a huge raft of movies on Blu-ray discs. And let's remember that these are discs that simply won't play on your current DVD player (and PS2).

What are they? They're the new DVD, movies in *even better* quality than DVD with space for *even more* extras, commentaries and 'making ofs'. In order to play them (and make use of that new HD TV you've just bought) you're going to need a Blu-ray player. Hmm, if you're going to buy a Blu-ray player then you might as well buy a PS3, right? Yup, just as many people bought a PS2 as their first DVD player so they're going to do *exactly the same thing again* with PS3. (The arrival of PS2 is widely recognised as a major factor in making the DVD format such a hit.) And what of the competition? Xbox 360? For all its fancy shmancy ways it's still just a plain old DVD player.

Blu-ray is recordable from the off too but it's not clear as yet whether the PS3 drive will be a recorder or (more likely in order to keep costs down) just a player.

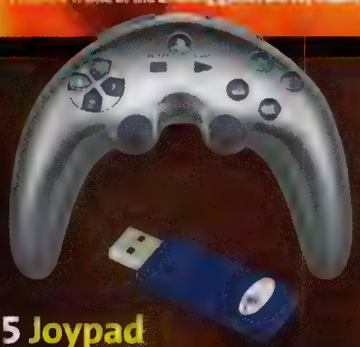
Another Blu-ray recorder, this time from Panasonic.

Even this basic, single-layer disc can hold 25Gb – almost three times as big as the largest DVD.

One of the amazing games Blu-ray makes possible

Just how many cars can you get on a 50Gb disc.

Yes. It looks *this* good.



5 Joypad

What is it?

The yet-to-be-displayed next generation control pad for PS3. The silver banana is just a place-holder design (though we suspect it was relegated to 'demonstration' status only, after everyone who saw it at the unveiling promptly took the piss). It has Bluetooth wireless capability built in though there's no word on whether it'll have a rumble feature after Sony's recent painful payout to rumble's inventor for the licence to use rumble in Dual Shock 2's.

Comparable Current Technology:

A new Dual Shock 2 pad will cost you £25. A cheapo Bluetooth chip for your computer (giving it the ability to 'broadcast' Bluetooth signals) such as this one from USBtech costs £12.

Estimated Cost in PS3: £25 +

6 Casing

What is it?

The sleek plastic box that holds all the gubbins together. Throw in the power supply, cooling fans and associated wiring too.

Comparable Current Technology:

How about this 8066S model from Zorro? Look. It's even silver. And it costs £30.

Estimated Cost in PS3: £25 =

7 Grand Total

Even with our conservative estimates of how much each components in PS3 will cost it still stacks up to a hefty £370 in total. And we haven't factored in any costs of manufacture, shipping or other electronic components. Could we really be looking at a £400 PS3? Or will Sony take the mother of all hits and sell the machine at a catastrophically loss-making £299?

£370

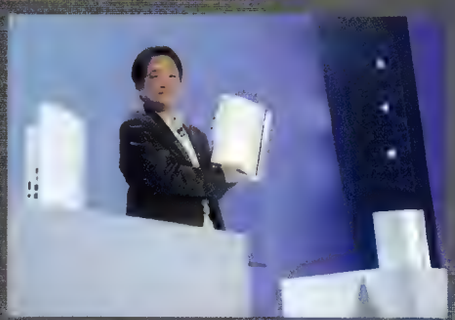
SIZE!

So just how BIG is PS3?

Eagle-eyed readers may have realised that the PS3 is rather bigger than you may have been expecting. And, in our fleeting contacts with the new machine, we can confirm that it is certainly a lot bigger and heavier than your PS2 (even the old fat ones). So just how big is PS3? That's a good question. In order to bring you the official size and mass of PS3 we've employed every maths and trigonometry trick known to man, so we can calculate its bulk *precisely*. Or at least guess pretty accurately anyway. In the absence of a ruler (and a glass case preventing us from getting close enough to actually measure it) we've used the only other practical and completely non-Kat system of measurement available. So, just how big is Ken Kutaragi's head?

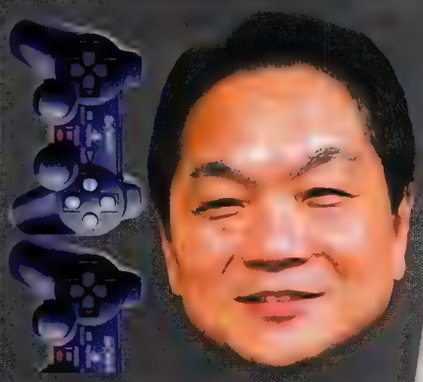
The Kutaragi's Head Method of Calculating PlayStation 3 Mass

STEP 1 Study this picture. We see Ken Kutaragi holding a PS2 joypad. We can measure a PS2 joypad. We've got one here. It's precisely 158mm wide.



STEP 3 Now look at this picture. We can see that the PS3 is precisely 1.26 times as big as Ken Kutaragi's head. We're almost there.

STEP 4 That means that the PS3 is 1.26 x 254mm tall. Which means that PS3 is 320mm tall. Yes! In your face, ruler users!



STEP 2 By placing joypads to scale next to Ken Kutaragi's head we can see that it's 1.61 PS2 joypads big. That's 1.61 x 158mm. That's 254mm. Eureka!

Conclusion

As for it's weight, well, we could... [gets handed a piece of paper from Sony] er... alternatively we could just consult this press release to find out that the PS3 is actually 320mm high, 240mm wide, 80 mm deep and weighs 3Kg. Bugger.

HIGH DEFINITION!

So will you have to buy a new TV?

Easy answer: No, you won't have to buy a new TV. The PS3 will work fine with your current TV. It features the same AV socket as your PS2 and, just as you did when you moved up from PSone to PS2, the chances are that you'll be able to plug your existing SCART lead straight into PS3. Good news, but to get the best out of PS3 (and to enjoy the new High Definition movies coming soon on Blu-ray disc) you'll eventually need to buy a High Definition TV.

So what is an HD TV? High Definition TV is easy to define – it's exactly like it says: High Definition compared to normal TV. Which means while looking perfectly fine right now, looks bloody awful compared to a new High Def TV.

That bit is easy to grasp, the trick is to work out a screen High Def and when it's just a 'nice TV'? And there's several different types of HD – 1080i? 720p? What's it all about?

Fortunately the format is soon to be simplified. Manufacturers have got together and created this new logo (pictured on this Sony HD set). If a TV bears this logo then it's 'proper' High Def ready. That means that it's got a proper digital input and a screen that goes to at least 720p lines. Make sure your next TV has this logo.

1080i VS 720P

Yes, there are even – helpfully – two types of HD TV. While both are 'proper HD' and both will work with your PS3 just fine, they go about things in a slightly different way. Which is the best? Hey, great news! That's not easy to explain either...

Take an HD 1080i TV. The image you see on a HD 1080i screen is made up of 1080 horizontal lines. Get real close to your current TV and you can see these horizontal lines. Your current set has 526 lines – the amount used to make UK PAL TV images. So a 1080 TV has that's twice as many lines, so it's twice as good as your current telly. So far so simple, right?

The 'i' bit of 1080i means 'interlaced'. Imagine that these horizontal lines are numbered 1 to 1080. The picture is built up using alternate lines: 1 then 3 then 5, all the way up to 1080. Then the image starts again from the top and does the rest of the lines: 2 then 4 then 6, right the way down the screen. You can therefore say that the 1080i image is in fact made up of two 540 images which your TV flickers between *giving the impression* of a single 1080 image. It's good, but it's obviously not ideal.

The 'p' bit in 720p means 'progressive'. Progressive scanning doesn't make up the image from alternate lines. It does the whole thing in one pass: lines 1 through to 720 in order. The result is a 'true' 720 line image. A 1080p image would be even better of course (more lines, see?) but currently 1080p is very rare due to the technology used. Updating 1080 lines fast enough to form a single image is a huge feat beyond the current generation of home HD TVs.

So that leaves us with two resolutions, both of which can claim to be 'HD'. Which is best? Difficult to say. We've seen both and, in our eyes, it's impossible to tell the difference. 1080i has more lines but it's a bit of a fake, actually being two 540 images interlaced to trick your eye into seeing a single 1080 one. 720 has less lines but it's a true single image. Your choice of 1080 or 720 is going to come down to personal taste, and price.

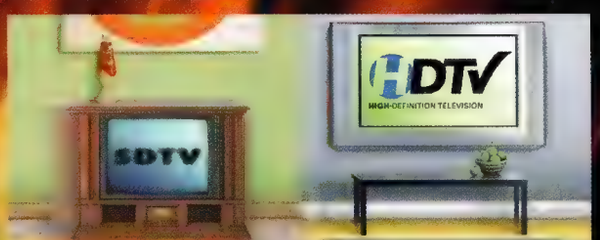
SHOULD I BUY AN HDTV NOW?

Right now real 'HD' material to play on them is hard to come by. Sky will begin broadcasting in HD later this year though to get it you're going to have to get a new Sky HD digibox. Just shelled out for Sky+? Tough luck, you'll need a Sky+HD box instead. And expect a bump on that monthly subs price too. And once you get it not all shows will be in HD. Just as it took a year or two before many shows went widescreen, so the same will happen with HD.

Another way to get HD to your new screen is via your Media PC. Some PC packages allow you to digitise material at HD levels of detail – though digitising something that isn't HD to start with (like a DVD or a current TV show) is, of course, pointless.

The latest DVD players will feed your HD TV through the new HDMI digital socket on the back (producing better results than your current player using the analogue SCART socket) but it's still a PAL 526 line image, 'upscaled' to fit your new screen. True HD movies won't arrive until the advent of Blu-ray discs and Blu-ray players, such as PS3. Current DVD technology just hasn't the storage capacity to hold movies in real HD form.

You can buy now (just make sure that your set has a HDMI socket on the back for true digital picture and sound) but there's little reason to at present unless you've just knocked a can of Fanta down the back of your current set.



NOW AN OK, it's a bit daft but this comparison gets the point across.

DVI VS HDMI

There are even two ways to get HD on your new HD TV in the shape of two different sockets – DVI and HDMI. DVI is the older of the two types being a more 'pro-end' multi-pin connector that is commonly used with newer computers and monitors. It carries a digital picture but no sound. Newer, smaller and friendlier is the HDMI socket which carries both digital picture and sound. It's these HDMI sockets that are on PS3 so it makes sense to get a set with matching HDMI inputs.

DVI

HDMI

WHAT DO YOU WANT TO KNOW ABOUT PS3?

Got a question about PS3? Great. Simply email us at psm2@futurenet.co.uk, with the subject line 'I've Got A Question About PS3!' and we'll get on the case for you. We'll not only mail you back with the answer (as soon as we've matched it up with a famous genius who can answer it) but compile the smartest Qs and As for an upcoming feature in the mag. Cheers.

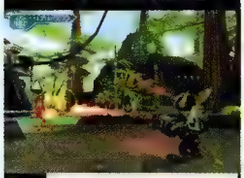
PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge.

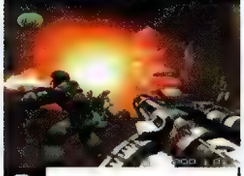
TOP FIVE

PLATFORMERS



1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. BEYOND GOOD AND EVIL
4. MAXIMO
5. RAYMAN 3: HOODLUM HAVOC

FIRST-PERSON SHOOTERS



1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

BEAT-'EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
7 SINS	Digital Jesters	63	58%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALIEN HOMINID	Zoo Digital	61	74%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
ALTERED BEAST	Sega	61	42%	
ANIMANIACS:: THE GREAT EDGAR HUNT	Ignition	64	62%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
AREA 51	Midway	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ASTRO BOY	Sega	61	69%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BRIAN LARA INTERNATIONAL CRICKET	Codemasters	64	60	
BLACK HAWK DOWN	Rebellion	64	59%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODRAYNE 2	Majesco	63	39%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONSHIP MANAGER 5	Eidos	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CHOROQ	Atlus	64	25%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLD FEAR	Ubisoft	60	83%	
COLD WINTER	Vivendi	62	80%	
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCI	27	78%	
CONFLICT DESERT STORM 2	SCI	39	88%	
CONFLICT: VIETNAM	SCI	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONSTANTINE	SCI	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2005	EA	64	79%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DESTROY ALL HUMANS	THQ	64	83%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DEVIL MAY CRY 3	Capcom	60	89%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
DYNASTY WARRIORS 5	Koei	63	53%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	

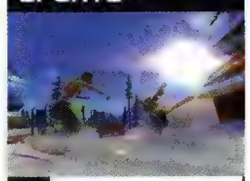
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
ENTHUSIA PROFESSIONAL RACING	Konami	62	77%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: ANTIGRAV	Sony	63	66%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2005	Sony	64	83%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FIGHT NIGHT ROUND 2	EA	61	89%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FULL SPECTRUM WARRIOR	THQ	61	85%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	Atari	62	47%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOD OF WAR	**Sony**	**62**	**92%**	
A lesson in intense gaming, *God Of War* grabs you by the balls and doesn't let go.				
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom .. (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	
GUNBIRD: SPECIAL EDITION	Xplosiv	62	39%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE OD	Play It	64	71%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTING GROUND	Capcom	62	78%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	THQ	62	68%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN II	KOEI	20	66%	
KESSEN III	KOEI	61	82%	
KILL.SWITCH	Sony	44	78%	
KILLER7	Capcom	64	83%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2002	Ignition	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	Ignition	61	79%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEGO STAR WARS	Eidos	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED: FULLY LOADED	Xplosiv	62	70%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	EA	64	52%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	

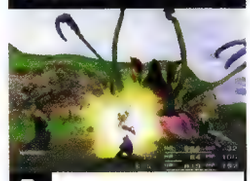
TOP FIVE

EXTREME SPORTS



1. SSX3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

ROLE-PLAYING GAMES



1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

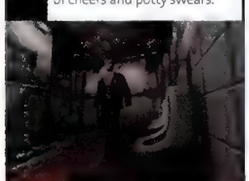
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

4X4 EVOLUTION	28%	CYCLONE CIRCUS: POWER SAIL RACING	19%
18 WHEELER	18%	DAVID BECKHAM SOCCER	24%
AIR RANGER RESCUE HELICOPTER	24%	DISNEY'S DINOSAUR	28%
ALPINE RACER 3	31%	DONALD DUCK: QUACK ATTACK	29%
ARMY MEN: GREEN ROGUE	18%	DRAGON'S LAIR 3D: SPECIAL ED	27%
ATLANTIS 3: THE NEW WORLD	18%	ETERNAL RING	23%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%	EX ZEUS	30%
CATWOMAN	14%	EVIL TWIN: CYPRIEN'S CHRONICLES	25%
CAT IN THE HAT, THE	27%	FIGHTBOX	19%
CHARLIE'S ANGELS	14%	FLINTSTONES, VIVA ROCK VEGAS	27%
CRASHED	31%	FRANK HERBERT'S DUNE	27%
CURSE: EYE OF ISIS, THE	24%	FROGGER BEYOND	19%
GAUNTLET	28%	KIDZ SPORTS: BASKETBALL	19%
CELEBRITY DEATHMATCH	32%	KNIGHT RIDER	42%
GODAI	28%	LAKEMASTERS EX	34%
GO GO COPTER	37%	LARGO WINCH: EMPIRE UNDER THREAT	29%
GO GO GOLF	28%	LONDON RACER 2	28%
GRADIUS 3 & 4	29%	MARY-KATE AND ASHLEY:	
HE-MAN: DEFENDER OF GRAYSKULL	19%	SWEET 16 LICENSED TO DRIVE	32%
HIDDEN INVASION	29%	MUSIC MAKER	28%
HUGO BUKKAZOOM	37%	POLAROID PETE	32%
INTERNATIONAL LEAGUE SOCCER	19%	POWERDROME: RACE OF CHAMPIONS	29%
IRON ACES 2	17%	POWERPUFF GIRLS, THE	29%
JET ION GP	28%	PRYZM: THE DARK UNICORN	28%

TOP FIVE

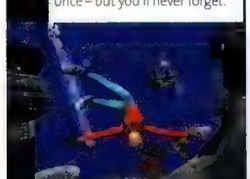
DAN D'S FAVOURITE GAMES OF ALL TIME

1 PRO EVOLUTION SOCCER 4
Yes, it's flawed, but we still play it every day to a chorus of cheers and potty swears.



2 SILENT HILL 2
Best of the series by a mile – if only for the awesome twist and that final corridor scene.

3 ICO
In all honesty, you'll probably only play Sony's fragile beauty once – but you'll never forget.



4 SSX TRICKY
More bombastic than the original, more focused than the sequel – pure addiction.

5 TONY HAWK'S 3
Raw, real and brutally demanding – the last quantum leap in a slew of sequels

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONKEY MANIA	Sony	60	69%	
MONSTER HUNTER	Capcom	62	70%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTO GP4	Sony	63	78%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MX VS. ATV: UNLEASHED	THQ	61	78%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NARC	Midway	62	45%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA STREET VOLUME 2	EA	35	85%	
NBA STREET VOLUME 3	EA	60	87%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NFL STREET 2	EA	61	55%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREDATOR: CONCRETE JUNGLE	Vivendi	63	58%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUNISHER, THE	THQ	60	82%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
RED NINJA: END OF HONOUR	Vivendi Universal	61	73%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUGBY 2005	EA	63	61%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAVAGE SKIES	Big Ben	34	67%	
S.C.A.R. - SQUADRA CORSE ALFA ROMEO	LAGO	63	50%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS: COVENANT	Midway	60	84%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	Ubisoft	64	85%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR POPWORLD	Sony	62	70%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	28%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	28%

SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	38%
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	32%
TERMINATOR 3: ROTM	
TOP ANGLER	27%
TWIN CALIBER	33%
WARRIORS OF MIGHT & MAGIC	24%
WDL WAR JETZ	
WHIRL TOUR	

TOP FIVE

PSYCHOPATHS

1. THE PUNISHER
2. DEBILITAS (HAUNTING GROUND)
3. TORQUE (THE SUFFERING)
4. HITMAN (SILENT ASSASSIN)
5. LEANOV (PSI-OPS)

'ARTY' GAMES

1. ICO
2. KILLER7
3. VIEWTIFUL JOE 2
4. XIII
5. REZ

UTTERLY MENTAL GAMES

1. KILLER7
2. FREAK OUT
3. SHIN MEGAMI TENSAI
4. GREGORY HORROR SHOW
5. VIB RIPPLE

RUBBISH PUNS

1. SPYRO: ENTER THE DRAGONFLY
2. DRIVEN TO DESTRUCTION
3. LARRY: MAGNA CUM LAUDE
4. BIG MUTHA TRUCKERS
5. WWE CRUSH HOUR

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPINDRIVE PING PONG	Xplosiv	62	32%	
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: CHAOS THEORY	Ubisoft	61	88%	
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER 2	Midway	46	67%	
SPY VS. SPY	Take Two	61	32%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	Activision	63	48%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STOLEN	Hip Interactive	62	38%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STREET RACING SYNDICATE	Codemasters	62	62%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUIKODEN IV	Konami	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK 2: THE STAFF OF DREAMS	THQ	64	72%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN 5	**Sony Namco**	**61**	**91%**	
And even better again – the ultimate *Tekken*.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: FATAL SHADOWS	Activision	63	68%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	54	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TT SUPERBIKES	Konami	63	41%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001-2002	Take Two	18	48%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS4: MAYHEM	Codemasters	64	47%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	Sega	61	68%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

QUICK TIP: STOLEN TO SKIP LEVELS, PRESS R1, L1, THEN START AND ↓ SIMULTANEOUSLY

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

94 DESTROY ALL HUMANS!
Having trouble devastating mankind? Our guide to the very toughest bits of *Destroy All Humans* will wipe out humanity the easy way.

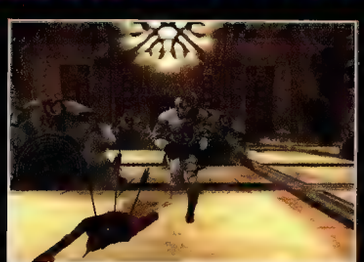
100 TEKKEN 5
Constantly failing to become the King of Iron Fist? Our star special moves for the new characters will help. PLUS: How to make Indiana Jones. Really.

106 PRO DOJO
Some people score goals in cup finals. Some people simply score with lots of women. Others score highly in games and send the results to Pro Dojo. We know who's cooler. Yes.

Too much of a big nancy to finish games the proper way? Pro Tips is here to help.

TIP OF THE MONTH

DEAR GOD! WILL THE TIPS NEVER CEASE? WAS OUR GOD OF WAR BLOW-OUT LAST MONTH STILL NOT ENOUGH FOR YOU? HERE'S SOME MORE...



GOD OF WAR

MOVE FASTER
Press right stick Forward to roll forward, then press R1 to execute a Hermes Rush shoulder charge before the roll ends. Repeat this to move faster.

EASY BLOOD ORBS
When you get on the massive ship at the end of the first level, after defeating the Boss Hydra, jump on the bed and press R2. Follow the commands as prompted on the screen. When the vase falls off the night stand you will get quite a lot of orbs. The second time you do it, you will only get five orbs. Additionally, upon arriving in the city of Athens, Kratos can gain extra Red Orbs by involving himself – ahem – with the women in the bed. Jump on top of the bed and press ◎ to play a mini-game. If successful, you will obtain more Red Orbs than you can shake a stick at.

HADES CHALLENGE STATUE
If you look in the room with the two women, shortly after you defeat Hydra, you can see the head of the monster that you killed in during the Hades's Challenge. The statue can also be seen in the throne room at the very end of the game

GOD MODE
Successfully complete the game on any difficulty setting.

DELETED LEVELS
Successfully complete the game on any difficulty setting.

BIRTH OF THE BEAST
Successfully complete the game on any difficulty setting.

CHALLENGE OF THE GODS
Successfully complete the game on any difficulty setting.

CHARACTER GRAVEYARD
Successfully complete the game on any difficulty setting.

HEROIC POSSIBILITIES
Successfully complete the game on any difficulty setting.

MONSTERS OF MYTH
Successfully complete the game on any difficulty setting.

VISIONS OF ANCIENT GREECE
Successfully complete the game on any difficulty setting.

IN-GAME MOVIES
Successfully complete the game on any difficulty setting.

CREDITS
Successfully complete the game on any difficulty setting.

PLAY AS LING (SCHOOLGIRL VERSION)
Successfully complete Spartan mode.

A SECRET REVEALED
Successfully complete Spartan mode.

SECRET MESSAGE 1
Successfully complete Spartan mode.

SECRET MESSAGE 2
Successfully complete the God Of War Challenges. Additionally, after killing Ares, repeatedly stab the red carpet that leads to his throne in Mt. Olympus. After enough hits, Secret Message 2 will be unlocked.

ADDITIONAL COSTUMES
Successfully complete the *God Of War* Challenges to unlock the Chef of War, Bubbles, Tycoonius, Dairy Bastard, and Ares Armor costumes. Now you can play as a cow, just like you've always dreamed of. Note: The alternate costumes also have different effects on Kratos, as listed below:

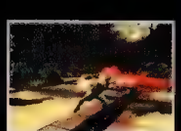
CHEF OF WAR
Damage: 100%
Defense: 100%
Magic: 300%
Health: 150%
Experience: 100%

BUBBLES
Damage: 50%
Defense: 100%
Magic: 150%
Health: 300%
Experience: 100%

TYCOONIUS
Damage: 200%
Defense: 400%
Magic: 100%
Health: 100%
Experience: 400%

DAIRY BASTARD
Damage: 50%
Defense: 100%
Magic: 200%
Health: 200%
Experience: 200%
Infinite magic

ARES ARMOR
Damage: 200%
Defense: 25%
Magic: 100%
Health: 200%
Experience: 200%



BLOODRAYNE 2

Enter these codes at the Cheats menu.

CARGO FIRE IMP KAK
Credit Carnage Points

LATE NURTURE QWEEF SUPER
Credit Gun Experience

BLANK UGLY PUSTULE EATER
Enable All Powers

NAKED JUGGY RESISTANCE PACY
Fill BloodLust Cheat Unlocked

BLUE GREEN PURPLE IMP
Freeze Enemies

UBER TAINT JOAD DURF KWIS
God Mode

DODGE THIS MOIST PIMP
Gratuitous Dismemberment

FAKE BURST CUNNINGLY DISTORTED
Juggy Mode

WANT THIS DARK REALITY TAINT QWEEF
Master Cheat

THIS DARK DISTORTED REALITY
Overload Mode

WHACK THIS MOLESTED NINJA
Refill Ammo Cheat Unlocked

NURTURE HAPPY PUSTULE ERASURE
Restore Health Cheat Unlocked

QUANTUM LAMENT DISTORTED DOTING
Time Factor

UGLY DARK HEATED ORANGE QUAFF
Unlimited Ammo

TERMINAL REALITY SUPER UBER XXX VACATE
Unlimited Health

PIMP REAP DARK DARK MUSE
Unlimited Rage

BONE THIS CURRY VOTE
Unlock All Combos

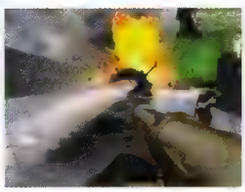
WHISKEY FAKE KABLOW SHOOT
Unlock All Guns

ANOMALIES ARE JUAN INSULATED
Unlock All Levels

PENSION REAP SUPER VULGAR
Unlock All Movies

ARDENT HUNGRY NAKED NINJA
Unlock All Slideshows

WHACK LICK EROTIC CUNNINGLY
Unlock Outfits



MEDAL OF HONOR: EUROPEAN ASSAULT

Pause the game, hold down L1 and R1, then press ◎, ◎, ←, △, ◎ and ⊗. Then enter the following codes.

DISABLE SHELLSHOCK
L2, R1, L2, L1, △, △

FULL ADRENALINE METER
L1, R2, R1, ↑, △, ◎

HIDE HUD
◎, ↓, ◎, ↑, △, ◎

KILL NEMESIS
↓, L2, L1, R1, ↑, □

PICK UP OSS DOCUMENT
↑, ⊗, R2, R1, ↑, □

PLAYER SUICIDE (SINGLE PLAYER ONLY)
⊗, △, ◎, →, △, ◎

UNLIMITED AMMO
L2, L1, □, L2, L1, R1

TT SUPERBIKES

At the main menu screen, press pause and press L1, L2, L1, L2, R1, R2, L2, R2 and enter the following codes.

SPEEDFREAKS
All Events/Full TT course

AUTO PILOT
Enable auto pilot cheat.

BOOST
Enable boost in all events.

ENERGY
Enable mega-boost in all events.

FUNKY MOPEDS
Unlock all bikes.

GOODIES
Unlock all collection book items.

BONE DOME
Unlock all helmets.

GRAVEL RASH
Unlock all leathers.

HOOPS
Unlock all wheels.

MX VS. ATV UNLEASHED

Enter these passwords to achieve the effects.

BROKEASAJOKE
1,000,000 Points

HUCKITALL
Freestyle Tracks.

WARDROBE
All Gear.

LEADFOOT
All Machines.

WANNABE
All Riders.

TOOLAZY
Unlock Everything.

MINIMOTO
unlocks 50cc bikes.

COLD WINTER

ELITE MODE
Complete the game, enter the options screen and save your profile – the Elite mode will be unlocked.

EXTRA ARMOUR
Use headshots on guards – if you use body shots, the armour they leave behind will be damaged and therefore much less useful.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

BATMAN BEGINS

(M)
WJ9P-JQRH-4RR98
G466-B7CY-YQ1B6
INFINITE HEALTH
M7PY-3RKO-P4VYK
26UY-K3XA-B1WZD
INFINITE ARMOUR
Z2EA-4BR5-BWOA4
HE25-J8X5-WXDD6
INFINITE ITEM USE
EC8Z-1FGJ-U68K
BN92-BDDJ-7D9H3
HAVE ALL BONUS MATERIAL OPEN
RCMO-FWCM-5BNAT
43CG-V9KR-4BDH6
LOW GAME TIME BATMOBILE LEVELS
UX72-Q88Y-FNE49
4F60-1VCH-H8TAV
LOW GAME TIME
HC47-506Y-438Z2
9QF5-YKJN-FY95V
MAX AREA FEAR
23DE-E9TB-MW4QR
H102-P860-RQM2D

MEDAL OF HONOR: EUROPEAN ASSAULT

(M)
KABQ-A8HW-UDZ8Q
UJMR-A46Z-P1P1T
INVINCIBLE
WGAQ-P5G4-ME1Q2
KH0B-143X-TXF6K
P91H-TFFB-BFCY9
UNLIMITED AMMO
GIZA-BZAV-9HTW3
EUAE-4804-J1AAT
A4JU-WGED-9Y7V8
SLOW MOTION UNIVERSE
MWGW-V8FC-9C8FB
EAON-6EQF-0GD02
UDDY-44W4-CVRPR
ALL LEVELS AVAILABLE
6B60-FV4H-3ZK69
BZ2D-17J9-X6XE4
4BPC-N7ZK-AJAC4

JUICED

(M)
NTG4-1BU0-TGXBC
ZZ68-XDAV-00RA9
AR MAX BELOW 3.14 FIX
YOE1-8MMB-AZVVT
1TZ7-3K86-Z2T0B
YUU4-120G-1DD1U
RM56-A0X4-NYV7P
WUFH-ZBM8-2FZ6P
EGTF-B964-04GCU
MAX CASH AFTER ONE RACE
CRCA-2H2Q-159DH
UHPR-03TC-D3ZTM
MAX CASH AFTER ONE RACE
CRCA-2H2Q-159DH
UHPR-03TC-D3ZTM
START A NEW GAME WITH MAX CASH
64BX-6WXE-8HUT4
4Z1H-R9NH-VONRP
SLOW TIMER (SHOW OFF)
05QN-PMQY-A55PD
XE66-9KPM-7E67F
DAFH-59X1-J8RGY
INFINITE N2O
F14N-71FH-R16ND
5EWY-FIUK-KG5M3
4D1Z-B15Y-HDZ4U
N21B-Q3CO-AM671
STUPID AI
CUV2-144Y-FAHTB
38M6-M79Z-9QAM4

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

STAR WARS EPISODE III: REVENGE OF THE SITH

(M)
ZEG3-U7N5-0B58C
EYRC-0DRB-2682M
INFINITE JEDI FORCE POWER
B3TB-1AY3-QFX28
F8AP-2628-BVAWT
QUICK EXP GAIN
7699-8KDo-HCDJ1
HQDA-ZD16-04Y7Y
UNLOCK ALL MISSIONS
CR5G-6VH4-UMU7E
GU04-D073-RUTHW
NZ53-UCTT-3KWNR
GOD MODE
QBMD-CQ9N-D8UHV
G33G-FTTY-F5JCM
DISABLE AI
0HY3-EZGU-78BBY
5516-7GR4-XAQBU
PRESS X TO DISABLE GRAVITY (MOONJUMP)
K5YN-WD5A-H6ZMG
2H5P-QAF3-C9E5E
YRQ9-06VM-7XKF6
D6BU-VCN9-VFY2E
YRVG-982Q-1ZJVT
AUTO COMPLETE LEVEL
Press R1+R2+R3+R3 to activate
35BK-RPEK-FU8T5
8V7C-PAXC-UAPU5
6A8E-T3WQ-5ENJA
QV55-3XD8-WUAXA
Y3CF-FQ4E-TN59J
FREE CAMERA
Press R1+R2 to activate.
L1+L2 to stop
9GYQ-BoXY-T8E1C
J93F-Y1KG-523JR
GRCX-FRGE-9VKEB
UWAV-YDX4-GB1R4
VCFF-6NJW-ZXR8J

BROTHERS IN ARMS

(M)
0CFR-24X9-FBB69
M8CM-BN01-V5QU2
YHUH-4F39-EA2VY
JPYQ-DFT5-7KG35
BN46-FIDU-J32JF
TE7I-0ZDA-P5V22
FNBG-0X62-QJMHM
1MEA-WX1R-31KUN
EXYY-3Q0P-0QC9C
NTPF-BVW5-FMWUE
A6CQ-TDRQ-147EV
DUZQ-TW1M-MBKBZ
BGX5-5P27-774NT
TZMA-84YX-6P0T9
MEXD-ZP1X-EK2DW
BNFY-YOEo-74PC0
03AH-5PBC-9K2T7
ZX75-GWUE-1TVDP
KVPB-7197-DVKW7
E96C-H8RD-JA9RT
ZZ68-XDAV-00RA9
INFINITE AMMO/ NO RELOADS
RUQV-IZQU-ENXTY
ZQ9F-DWYE-M7R4J
KZDF-2EAT-V4EDZ
J42A-FAGF-PFWWA
7CHT-20DC-K975Q
KRBM-T8YF-ZE4JE
FYCB-5539-3NPEQ
33Vo-XTRT-7ZK25
1FFB-2PAA-FUU2K
5F24-GMFF-6No62
WE39-V41P-DQ6UD

SUIKODEN IV

OBTAIN SNOWE'S DIFFERENT OUFITS
Enter 'XUCPHRA' as a code at the cheats menu. After you get Snowe to rejoin you, you will be able to find the three outfits he wore earlier in the game. (pirate outfit, aristocrat oufit and knight outfit). To get the pirate outfit, go to the Illuya island sea, set up a net by talking to Shiramine on the rear deck, depart the ship and leave it just sitting in the water. You will have no random encounters and your net will fill up every five-to-ten minutes. For the aristocat outfit do the same thing, except go to the Pirate's nest sea. For the knight outfit do the same, but instead go to the Razril sea. Keep in mind this may take about 30 minutes for each outfit. To change Snowe's outfits, talk to him on the deck and choose the second option.

OBTAINING TED, THE MOST USEFUL/ POWERFUL MAGE IN THE GAME
After collecting 70 stars of Destiny, go into the War Room BEFORE liberating Obel. You must go in by yourself, and a scene will activate. You will go through a fog ship, fighting some pretty hard enemies, so be prepared. Make sure you save most of your magic for the boss at the end of the ship since you will need it. Afterwards, you'll have recruited the most powerful mage in the game.

SUIKODEN I-TYPE ARMY BATTLE
Go through the Nao mint growing process three times and Nao will say the mushrooms are invading the mints. Then, you are taken to a Suikoden I-type army battle. You could choose between Charge, Arrow, Magic, or Other. You can repeat this process as many times as you want.

EARLY ENDING
You can end your game early on in the proceedings, when you are washed up on the shore of the Deserted Island. When you are given the choice to try to leave or stay, choose to stay. It'll take some convincing for your team to finally give in, but when they do, you can't leave. All you can do is repeat the survival tasks over and over and over again. Check the portraits of your teamates and see just how much they have changed.

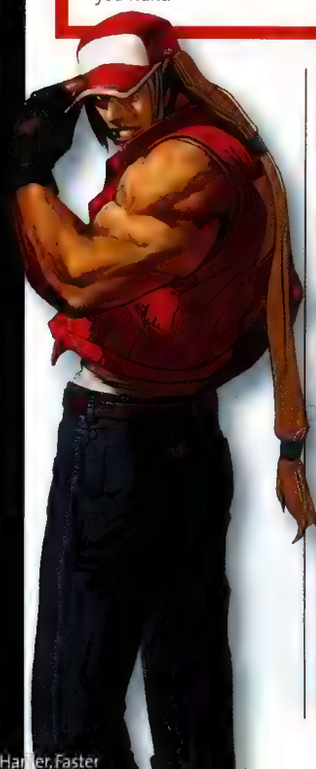
EARLY LEVELLING TRICK
After the battle with Troy and Colton, turn around and you will see two Kooluk soldiers guarding the steps to the upper deck. Face one of these soldiers, and using a turbo controller initiate a battle. Turn the turbo on and tape down ⊗. Your characters will automatically go through the fight via the turbo function. When the fight ends, the turbo function will initiate a fresh battle with this stupid soldier who NEVER moves! Now turn off the TV and go to sleep, and see what happens when you wake up.

Be careful of your characters' levels. When they level up they will obviously regain max HP, but if they're not strong enough and you turn your back on the game, they may die while fighting. However, begin at a high enough level – 13 or so – and you shouldn't have any problems keeping your characters alive.

EARLY QUICK LEVEL UP
Before going on a patrol mission, you meet up with Snowe at the dock. He tells you that Tal and the others are waiting in the training hall – go there. Continue, and you will fight a single knight, then you'll be asked to change party members. Pick Kenneth among the fighters and use his rune against the two knights. Next Snowe will ask you if you have decided upon the best group. Choose 'I Can't Decide', then you'll be asked again to choose members. Do not remove Kenneth because you have an unlimited use of his lightning rune. Keep doing this again and again, and it should give you a high amount of XP without you having to break a sweat

EXTRA SCENE
Collect all 108 Stars of Destiny to unlock an extra scene during the ending.

SECOND PREMATURE ENDING
The second ending is also a premature ending (the first is choosing to stay on the Deserted Island). After the second naval battle when you're liberating Obel, choose not to use the Rune of Punishment three times and the game will end.



KING OF FIGHTERS 2002

UNLOCK SECRET CHARACTERS: GEESE
Hold R1 over Billy after winning Level 40 in Time Attack (Challenge).

GOENITZ
Hold R1 over Rugal after winning Level 30 in Time Attack (Challenge).

KING
Beat Single Attack(Challenge).

KUSANAGI
Hold R1 over Kyo.

OROCHI CHRIS
Hold R1 over Chris.

OROCHI IORI
Hold R1 over Iori after winning Level 20 in Time Attack (Challenge).

OROCHI SHERMIE
Hold R1 over Shermie.

OROCHI YASHIRO
Hold R1 over Yashiro.

SHINGO
Beat Team Attack (Challenge).

KILLER7

HOPPER 7
Beat game on Killer 8 difficulty

KILLER 8 DIFFICULTY
Beat the game on Normal or Hard difficulty

PLAY AS YOUNG HARMAN
Beat the game on Normal or Hard difficulty.

DESTROY ALL HUMANS!

At the menu, hold L2 and enter these codes.

AMMO-A-PLENTY (UNLIMITED AMMO)
←, ◎, R2, →, R1, ⊡

AWARE LIKE A FOX (MAX ALERT METER)
→, ⊡, R2, R1, →, R2

BULLETPROOF CRYPTO (GOD MODE)
⊡, ◎, ←, ←, ◎, ⊡

DEEP THINKER (UNLIMITED MIND POWER)
R1, R2, ◎, →, R2, ◎

MMMM, BRAINS! (INCREASES DNA) (MUST BE ENTERED ON MOTHERSHIP)
R1, R1, R2, R2, ←, →, ←, →, R2, R1

MORE UPGRADES (YOU MUST BE ON THE MOTHERSHIP FOR THIS TO WORK)
⊡, ◎, ←, ←, ◎, ⊡
(Same buttons as for the 'Bulletproof' cheat but different effect)

NOBODY LOVES YOU (RESETS ALERT METER)
R2, →, R2, R1, ⊡, →

From the makers of PlayStation®2 OFFICIAL magazine-UK

Getting one of these?

Then you need one of these!

PLAYSTATION PORTABLE: THE OFFICIAL GUIDE BOOK

■ From Tiger Woods to GTA: every PSP game rated ■ The best movies to watch on the go
■ Music tips and tricks ■ Network gaming made easy ■ How to get more out of your PSP

ON SALE: 4TH AUGUST

WHSmith

Subject to availability at selected WHSmith High Street stores

"ELIMINATE HUMANITY THE PSM2 WAY"

DESTROY ALL HUMANS!

Time to wipe the human scum from the face of the planet.

Destroying humans is a tricky business. They never seem to just let you kill them – you just get a load of grief from secret agents, the army and ten-foot tall robot presidents. But no more – follow our guide and you'll become the pinnacle of alien fury. Now go kill 'em all!

MIND CONTROL

Making good use of your psychic abilities is vital for exterminating mankind.

ALL IN THE MIND

There are three main uses for your psychokinetic powers – to disguise yourself as a human, to hypnotise people or to throw cars and men about and cause havoc. When in homo sapien garb, remember that it drains your concentration level and if it hits bottom, you become Crypto again. Top up your levels by regularly scanning passers-by, but avoid Majestic agents at all costs as they can see straight through you. If a place is crawling with Majestic agents, hypnotising someone into causing a distraction is a very useful way of sneaking past undetected. Hypnotising people will batter your concentration level, so scan someone immediately afterwards if you're in a crowded area. And when you're in a gun battle, one of the most important things you can do is use your PK powers to chuck enemies through the air, or even hurl passing cars at them. You can clear an area of enemies ten times more quickly with judicious use PK.

THE WEAPONS

Top strategies for the guns that Crypto uses to, well, destroy all humans...

BEEN THERE, GUN THAT

Zap-o-matic
This is Crypto's basic weapon. It's not mega-powerful and takes six to seven seconds of constant fire before it'll actually kill anyone – meaning you're open to attacks from behind while you use it.

Anal Probe
Although amusing when you tap fire and someone arse literally falls apart, that's not very useful. Hold down ⊗ long enough, though, and it'll burst someone's head open – which is much better, giving instant access to all that lovely DNA.

The Deconstructor Ray
One blast instantly turns people to ashes – but you won't be able to reclaim the brains of your victims once you've used it, denying yourself some vital DNA. Still, in massive gunfights, this is an utterly essential piece of weaponry.

The Ion Detonator
Hugely powerful bomb-chucking device that'll turn anything around into dust. But be sure you're out of range – or you're toast.

THE FLYING SAUCER'S WEAPONS
Death Ray
The standard weapon, but slow. It'll take around ten seconds to raze down a building and five or so to take down any passing tanks.

Sonic Boom
Powerful explosives that send out shockwaves that topple buildings and blow up tanks and cars. The waves don't spread out too far, though, so careful aiming is required. Remember where ammo is stored, as you'll rattle through it.

Quantum Deconstructor
Like the Sonic Boom, but twenty times as powerful and with a much wider area of effect.

THE HARDEST BITS

Here's how to blast apart the very toughest bits of every mission.

ROCKWELL

MISSION: EARTH WOMEN ARE DELICIOUS

Hardest Objective: Lure Miss Rockwell back to your saucer.
Enter the carnival in disguise. Find the Mayor, the man by the ice-cream stall and the man by the Ferris Wheel. They'll all have purple thought bubbles above their heads. Scan their minds, then head into the big tent and hypnotise the lovely Miss Rockwell into heading to your ship. Stay in disguise and follow her back to the saucer. You don't get to see any probing, though. Boo!

MISSION: CITIZEN CRYPTO

Hardest Objective: Become Mayor and speak to the townspeople.
Once you've taken care of the terrified scientists at the start, disguise yourself as a human and follow the radar to find the Mayor. He's got a guard with him, so put them both to sleep. Become the Mayor. You'll then speak in front of a baying mob. Give the following answers to their questions: Threaten Communists; make empty promises; blame Santa Modesta.

MISSION: TEENAGE ZOMBIES FROM OUTER SPACE

Hardest Objective: Protect the camera as Pox's movie plays.
It's advisable before this mission to have collected enough DNA to have bought from Pox the ability to throw cars about with your psychokinetic powers. Then, when you're swamped by agents, you can chuck cars at them at take out two or three at a time. The others can all be mopped up with your Disintegrator Ray.

SANTA MODESTA

MISSION: ALIEN POOL PARTY

Hardest Objective: Lure everyone away from the pool party.
Disguise yourself and scan the minds of passers-by until you have enough information about the pool party that's currently in swing. Head over there – follow your radar – and either hypnotise the Mayor into giving the order for everyone to leave, or simply break out your guns and blast everyone to death. Then kill the cops who'll rudely interrupt your fun.

MISSION: ALIENS STOLE MY BRAIN STEM

Hardest Objective: Grab the brain stems.
There are 12 brain stems scattered around the map, but most are heavily guarded by Majestic agents and force-shields that strip your guns of their power. Disguise yourself and stand at a distance from each one, using your PK powers to hurl agents against the walls, chuck the shields away and destroy the crates that some brains are kept in. If all else fails, a simple smash-and-grab job should suffice. Get in there and leg it out again – head to another brain stem on the other side of the map, away from the chasing hordes.

MISSION: TELEVISIONS OF DOOM

Hardest Objective: Bend the TV aerials so the Mothership can beam down signals.
This isn't too difficult. Just follow the pink dots on your radar to see where each aerial is, and use your PK powers to bend them until each dot disappears. You've got three minutes, but if you make good use of your jetpack, this should be plenty. Then watch as the heads of the local residents blow up in an explosion of goo.

MISSION: THIS ISLAND SUBURBIA

Hardest Objective: Kidnap a Majestic Agent.
This is only difficult because of Mr Majestic's questionable AI once you've hypnotised him into running to your saucer. First, disguise yourself and find him on the radar. He's in a heavily armed area, next to a couple of huge crates. Shift these with PK or he'll just stand facing them. Then follow him – in disguise, naturally – and make sure he doesn't get hit by a car, as he's prone to running blindly into the road. The cretin.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

MISSION: FOREIGN CORRESPONDENT

Hardest Objective: Lure Bert Withers back to your flying saucer.
Another mission made overly difficult by dodgy AI. Once you've got past the agents and security fences – just blast everything, there are too many agents and force-shields to make using stealth a viable option – hypnotise Withers into going to your ship, disguise yourself as him and then leg it after him. Passing cops will be unsure who to shoot – but not Majestic agents, so avoid them. However, like This Island Suburbia's agent, Withers is highly prone to being hit by cars. Be careful – you wouldn't believe how easy it is for this one to go tits up.

MISSION: SUBURB OF THE DAMNED

Hardest Objective: Protect the transmission towers from the army.
Now's a good time to upgrade your PK to be able to chuck tanks and robots. Make good use of the radar to see where Majestic agents are attacking from. Forget the Zap-o-matic – blast away with the Disintegrator. Just throw the vans away with PK, and when Armquist breaks out the tanks and giant robots, use the Ion Detonator on their asses. Not that tanks have asses.

MISSION: SOUTH BY SOUTHWEST

Hardest Objective: Cause $20,000 of damage to Majestic property.
On this mission, you're handed the Ion Detonator and some powerful bombs. Good use of these on the Majestic vehicles that come swarming in, coupled with your PK powers, should make this plain sailing. Just watch out for agents trying to rush you from behind. If you find your energy running low, jetpack up the rooftops to regenerate – and to rain down more fire.

MISSION: IT'S A WONDERFUL ARMAGEDDON

Hardest Objective: Destroy the town.
This spaceship mission sees Pox hand you the Quantum Deconstructor. You can only carry two missiles at a time, so make a mental note of the location of the ammo icons. Also remember where the energy refills are located – this place is rammed with tanks and missile launchers blasting at you. Take great care – and don't rush or you'll be blown away by a rocket you don't see until that split-second too late. The maxim 'it's not a sprint, it's a marathon' was never more apt than here. Except in a real marathon, obviously.

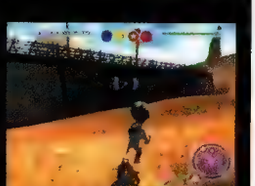
AREA 42

MISSION: WHATEVER HAPPENED TO CRYPTO-136?

Hardest Objective: Collect the pieces of Furon debris.
There are five of these pieces of Furon technology scattered around, but aside from the first, they're heavily guarded. The first can be grabbed easily – hypnotise a nearby worker into causing a distraction so you can nab it. The rest? There's too many agents and force shields around for disguises, frankly, so you're best off just pelting in with your jetpack, grabbing each piece, and getting the Hell out of there, pronto. You'll need to make time to stop and let your energy recharge at least once, however. There are loads of crates to hide behind to do this, but make it quick as Majestic won't take long to find you.

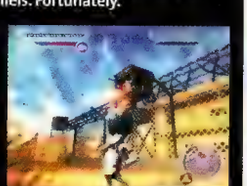
MISSION: THE MUTANT MENACE

Hardest Objective: Destroy the Tesla coils.
Run up to the first coil in disguise to avoid immediate attention from Majestic agents. Blast away with the Disintegrator – it's quicker than the Ion Detonator. The safest way to reach the others is to jump over the base walls and run around the back where there are no agents – though there are robots, but you can take 'em out with the Detonator. And make good use of the pickups in the crates by the radioactive cows.



MISSION: DUCK AND COVER

Hardest Objective: Escort the truck to the centre of the airbase.
Hypnotise the truck driver into starting the engine. Follow it, pausing to send the gate guard to sleep and blasting apart the security lock so the gates open. Use your PK powers to shift the rocks and shoot the soldiers, mines and unfortunate cows that block the truck's path. When you reach the last gates, destroy the sentry towers with the Disintegrator Ray and they'll open. Like magic, but without Paul Daniels. Fortunately.



UNION TOWN

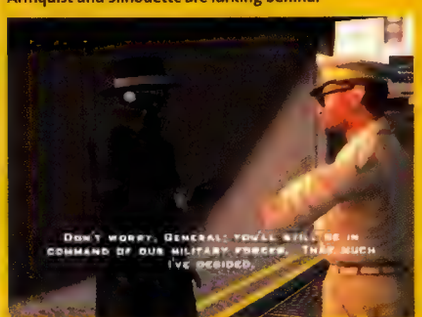
MISSION: FURON DOWN

Hardest Objective: Recover the saucer's power cells.
There are six of these cells, four of which are on a ship off the coast. Use the jetpack (watch out for the gun placements) to get there. There's one at the far end of deck, one on the lifeboat and two in the hold. The other two are on land, one behind the wall by your saucer and one behind the crates opposite it. Remain undetected grabbing these two, or you're in for one major gunfight.

CAPITOL CITY

MISSION: MR CRYPTO GOES TO CAPITOL CITY

Hardest Objective: Entering the Octagon.
Disguise yourself as a soldier or agent. Head over to the White House and scan the first scientist. He'll reveal Armquist's location – the Octagon – and the password, 'Blue Rider'. Remain in disguise and wander over there, avoiding Majestic at all costs. Give the password at the gate and head to the giant metal crate at the back that Armquist and Silhouette are lurking behind.



MISSION: ARMQUIST VS THE FURONS

Hardest Objective: Defeat Armquist in his robot guise.
Straight away, lure Armquist around the near corner of the Maritime Museum, where there are a couple of regenerating energy pods. Start out by attacking with the Ion Detonator, And make sure not to be caught by the shockwaves created when the robot jumps and lands. Then switch to the Disintegrator. Be sure to avoid his missiles – a direct hit will kill you instantly. Never, ever try and battle it out in the car park out front – you'll be swamped by Majestic agents.

MISSION: THE LONE GUNMAN

Hardest Objective: Assassinate the President.
You'll be swamped by Majestic agents, robots and cops – but just keep moving, shoot accurately and don't be too proud to leg it if needs be. There's a time limit on this, remember, so much jetpack action is needed. You could even stick to the air the whole way, only swooping down once to launch a Disintegrator blast into the Prez's face. Eat that, democracy!

MISSION: THE FURON FILIBUSTER

Hardest Objective: Stop the Senators entering the White House.
Stand at the top of the steps and blow the Senators away, using telekinesis on any approaching vehicles. Just remember to sprint over when you're notified by Pox that those devious politicians are now attempting to enter via the side entrance.

MISSION: SHOCKING DEVELOPMENTS

Hardest Objective: Destroy the Tesla coils.
Disguise yourself, then head off to the right. Next to the first Tesla coil you see is a scientist with a computer – do some hypnosis on him and he'll turn off four of the 11 coils. Then use the radar to track down the others and blow them up Ion Detonators and the Disintegrator. You'll be seen doing this, so you may as well stay undisguised now – but keep moving and you should be fine. Kill the scientists you see when you're ordered – they'll all be right there in front of you.

MISSION: ATTACK OF THE 50 FOOT PRESIDENT

Hardest Objective: Defeat Roboprez.
This is frantic – keep launching sonic booms and Quantum blasts at Roboprez, always take out any tanks and gun placements, and keep scooting off for energy and ammo refills. It takes a while, but you'll get there. And never *ever* stop moving or you'll be blown out of the skies before you can blink. Then you've the final fight with Silhouette – blast her with the Disintegrator. This is much easier than Roboprez. However, when her energy hits rock bottom, she'll regenerate. So just before it does run out completely, switch to the Ion Detonator and blow her to Hell.

THE SUB-MISSIONS

Each area contains a selection of sub-missions which earn you vital DNA to use to purchase upgrades. They're all basically of a theme, mind you, and tend not to vary much. These are the most common.

Checkpoint Races

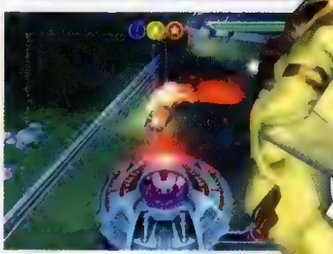
Keep an eye on your radar to see where the next checkpoint pops up, and then make good use of your jetpack – it's always much quicker by air.

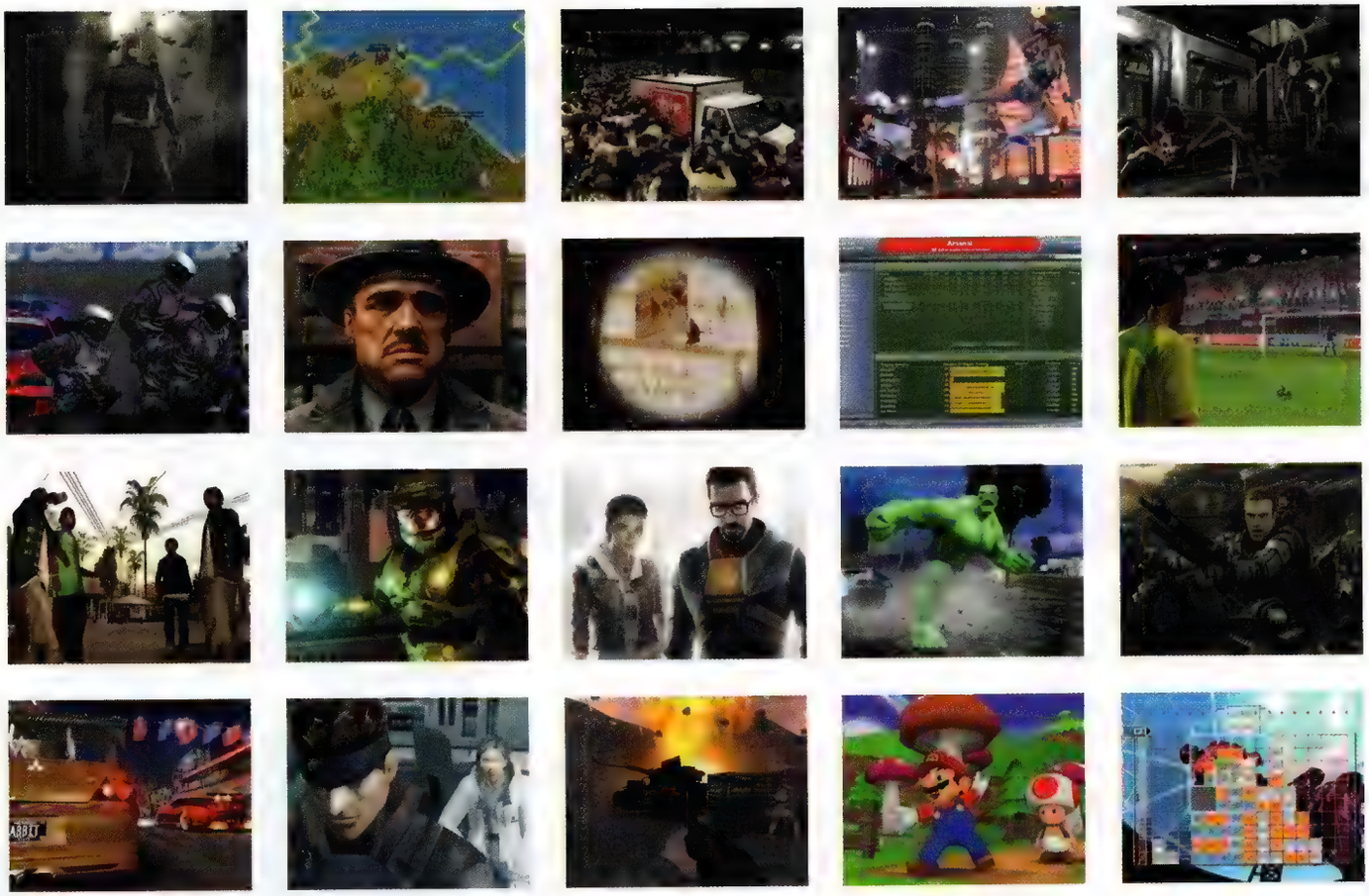
Saucer Missions

Simply destroy the city in as little time as possible. Just keep moving, use the Sonic Booms and replenish your ammo as soon as it runs out. Don't ignore the army vehicles, though, or they'll destroy you.

Killing Missions.

With the Disintegrator, killing enough people within the generous time limit is a cinch – or take people out by chucking them against walls with your PK powers.





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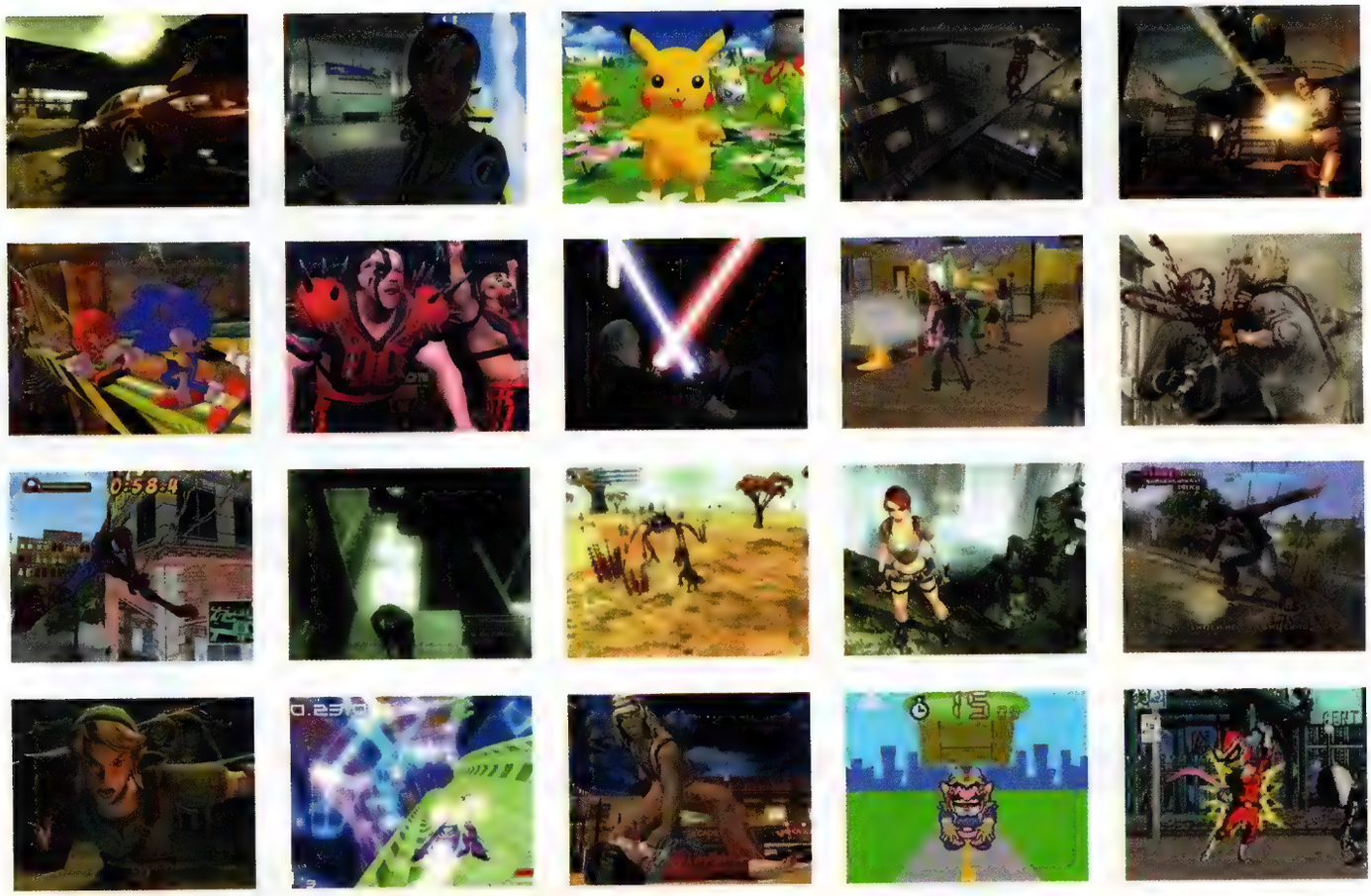

PSM2 EXCLUSIVE!

"TEKKEN' ON THE NEW CHALLENGERS..."

TEKKEN 5

Become the King Of Iron Fist all over again. While wearing a low-slung set of entirely decorative pistols.

The trickiest bit of *Tekken 5*, as always, is sorting the wheat from the chaff in the dozens of moves assigned to each character. Generally speaking, the flashier moves are hopeless and the best tactic is to simply 'poke' away with short jabs and low punches. Here's a selection of the best moves for the new characters.

ASUKA KAZAMA

VENGEFUL FLAPPY-TROUSERED LADY.

STRATEGY

One of the slowest characters and not as good as the old Jun Kazama, but still interesting. Best at confusing characters with high/low combos, and does decent damage for a girl. Use her basic move a lot, as it's quick *and* a one-button juggle launcher.

BEST MOVES

BACKSPINNING SWEEP (DOWN/BACK+RIGHT KICK)
Most decent players can counter Asuka's other low moves, but this comes out fast and works really well as a finisher.

LONG THRUST KICK (DOWN/FORWARD+RIGHT KICK)
Easy to pull off, but it does good damage, stops most charging characters, interrupts loads of moves and goes under high hits.

SPARROW TRAP (BACK+LEFT PUNCH)
Slow, but works well even against good players. It even turns into a throw on a counter hit, which makes it really good for fighting quick players right at the start of a round.

CARTWHEEL KICK (RIGHT KICK+LEFT KICK)
This does good damage, hits grounded opponents, often hits twice and interrupts annoying air attacks like Yoshi and Raven's.

BLADE ELBOW (FORWARD+LEFT PUNCH+RIGHT PUNCH)
A good finisher for a lot of juggles, does decent damage and smashes through a fair few moves.

FENG WEI

POWER-HUNGRY PONYTAILED NUTTER.

STRATEGY

Feng's main strength is his vicious damage factor. Near a wall, Feng can destroy a health meter in seconds given an opportunity, so it's all about getting your opponent on the ropes. The best strategy's to force your opponent to block a lot with down/forward, which will stagger him if he's crouching. His biggest weakness is his lack of low moves and a shortage of options for long-range fighting.

BEST MOVES

ONE-INCH PALM (BACK+LEFT PUNCH)
Great for interrupting other moves – very quick, and more than makes up for his terrible jab.

SHOULDER RAM (BACK+LEFT PUNCH+RIGHT PUNCH)
A good move for punishing opponents after they make a mistake.

SPLITS KICK (DOWN/BACK+RIGHT KICK)
One of Raven's better low moves.

SHINING FISTS (LEFT PUNCH, RIGHT PUNCH X2)
Works well in punch-counterable situations. Quick and reasonably powerful.

SNAKE UPPER (DOWN/FORWARD+LEFT PUNCH)
Gives a massive advantage if it hits, and a decent frame advantage even if the opponent blocks it.

RAVEN

ANNOYINGLY MUMBLY WESLEY SNIPES-ALIKE.

STRATEGY

Like a sort of bargain-basement Yoshimitsu, Raven's a pretty cheap character best used to throw opponents off with his selection of ridiculous teleport moves. He's got a fair few Gordo-style flailing moves too, so mix them up to irritate opponents a bit.

BEST MOVES

VAMPIRE KNEE (FORWARD X2 +RIGHT KICK)
One of the best launchers – mid-height and quite safe. Probably Raven's best move.

ASSASSIN STINGER (DOWN/BACK + RIGHT PUNCH,LEFT PUNCH)
Instant duck mid-punch – one of Raven's fastest moves.

SALT STAB (FORWARD+RIGHT PUNCH)
Long range power hit – use it to punish messed-up moves.

SHADOW KIDNAPPING (HALF-CIRCLE BACK, FORWARD, RIGHT PUNCH+LEFT PUNCH)
Great throw and damage, but hard to get in close enough to use at times

UNICORN TAIL (BACK +RIGHT PUNCH X2, RIGHT KICK)
Probably Raven's best juggle ender. Very useful.

GENERAL COMBAT HINTS Because of those arena walls, it's all about positioning – against hard-hitting characters like Paul, make use of the sidestep to get away from their full-frontal attacks and punish them as they go by.

FIGHTING KIT

Dress to kick ass with *Tekken*'s customisable outfits...

It isn't as stupid as *VF4*'s or as bewilderingly comprehensive as *Smackdown*'s create-a-character mode, but *Tekken*'s Customisation menu still offers plenty of rewards for anyone ready to put the hours in. Here are PSM2's favourites so far. Can you design better?

MO' MONEY

The easiest way to rack up the cash is completing the game with every character – you get 100,000 a time, which adds up to a whopping 3,000,000 a time. After that it gets trickier – the best bet is to smash through easy opponents in Arcade mode – you'll get 10,000 in gold, plus 100 for every rank above you they are.

UMA THURMAN

(Kill Bill edition) Modified from Nina Williams.

Outfit	1P
Head	DEFAULT
Face	DEFAULT
Upper Body	Katana (200,000)
Lower Body	DEFAULT
Color 1	Yellow (8,000)
Color 2	Yellow (18,000)
Color 3	Yellow (8,000)
Total Cost	224,000

INDIANA JONES

Modified from Baek Doo San.

Outfit	2P
Head	DEFAULT
Face	DEFAULT
Upper Body	Attache Case (300,000)
Lower Body	Whip (60,000)
Color 1	Brown (8,000)
Color 2	White (18,000)
Color 3	Brown (8,000)
Total Cost	392,000

DANTE

Modified from Lee Chaolan.

Outfit	1P
Head	DEFAULT
Face	DEFAULT
Upper Body	Electric Guitar (500,000)
Lower Body	Dual Pistols (200,000)
Color 1	Red (8,000)
Color 2	Red (8,000)
Color 3	Red (8,000)
Total Cost	724,000

JACKIE CHAN

(Police Story edition) Modified from Lei Wulong.

Outfit	2P
Head	Natural Hair (80,000)
Face	DEFAULT
Upper Body	No Tie (18,000)
Lower Body	DEFAULT
Color 1	Blue (8,000)
Color 2	Default (8,000)
Color 3	Black (8,000)
Total Cost	122,000

THE NURSE

(AKA Florence Nightingale) Modified from Anna W.

Outfit	2P
Head	Nurse Cap (200,000)
Face	DEFAULT
Upper Body	Stethoscope
Lower Body	DEFAULT
Color 1	Blue (8,000)
Color 2	Default (8,000)
Color 3	Black (8,000)
Total Cost	44,000

MICHAEL JACKSON

(Moonwalker Edition) Modified from Baek Doo San.

Outfit	2P
Head	DEFAULT
Face	DEFAULT
Upper Body	DEFAULT
Lower Body	DEFAULT
Color 1	White (18,000)
Color 2	Purple (8,000)
Color 3	White (18,000)
Total Cost	44,000

DEVIL WITHIN

It's a slog, but it's worth playing through Jin's minigame a second time to collect up to forty 500,000G items – eight on each level. Look out for the icons that match Jin's tattoo.

AND THE REST...

There are some fighters that have an extra costume that can be purchased for 500,000G in the Customize mode. Also, Ling and Asuka have a fourth costume that can be selected by pressing ◎ Christie has Eddy Gordo as an alternate costume – select the Capoeira funster with ◎.

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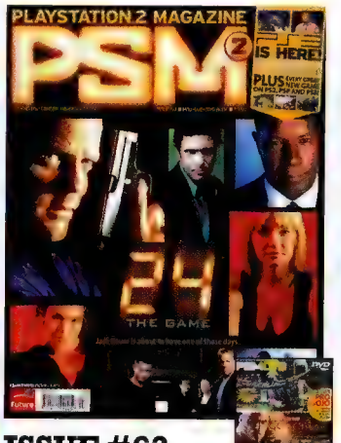

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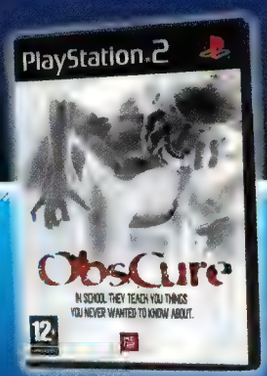

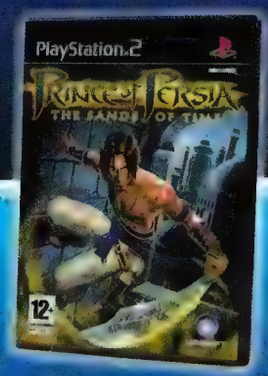

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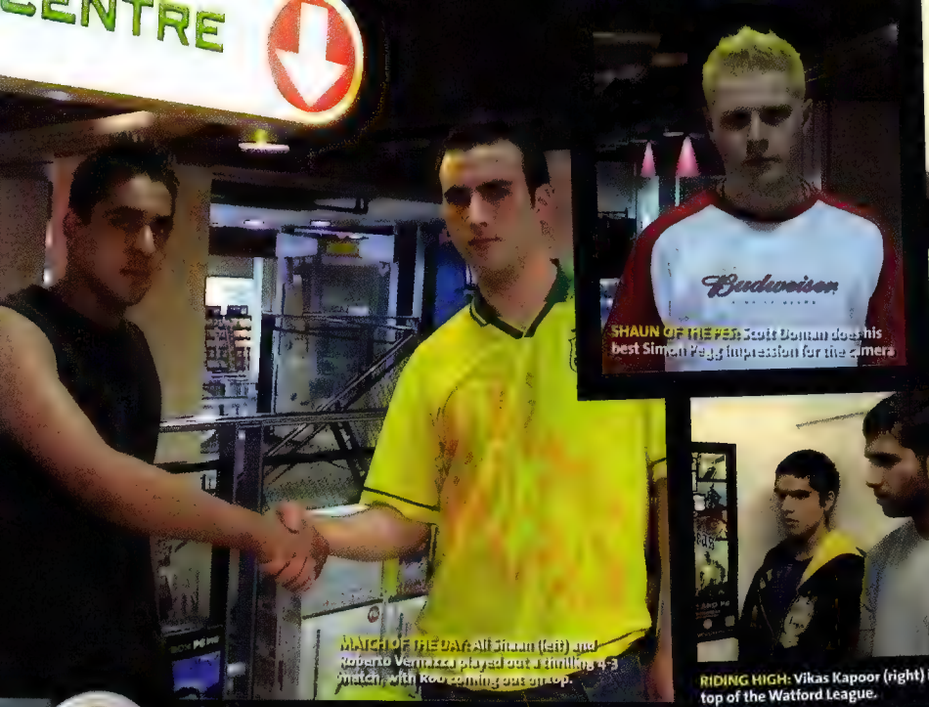
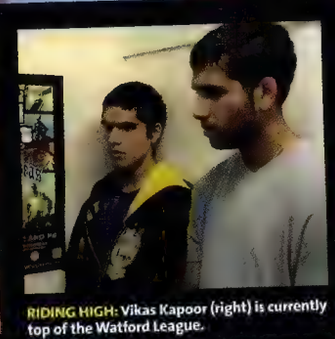


SHAUN OF THE PES: Scott Doman does his best Simon Pegg impression for the camera



RIDING HIGH: Vikas Kapoor (right) is currently top of the Watford League.

IT'S ALL OWEN WRONG: Richard Owen (right) on his way to a 9-0 beating by Ankush Kapoor.

ALL THE ACTION FROM THE OFFICIAL PES LEAGUE. ONLY IN PSM2

WATFORD LEAGUE

VENUE: VIRGIN MEGASTORE, KETTS MALL, THE HARLEQUIN CENTRE, WATFORD
DATE: 18TH JUNE 2005

LATE STARTERS GET OFF TO A FLYER

Watford finally get the ball rolling. And it's about time too.

There's been a hole the size of, erm, the Watford gap in the *PES* league since it kicked off. A lack of reliable referees meant that the Watford league kept getting postponed, but now all that has changed. Under the watchful eye of ref Bhavek Rughani, the league is now in full swing. Things got off to an explosive start, with Richard Owen being on the wrong end of an 8-2 thrashing courtesy of Ankush Kapoor. Then Bhavek served up another goal lesson to the hapless Richard by smashing him up 9-0. It looks like Mr Owen could do with some more *PES* practice. For every one-sided match-up, though, there was a closely contested bout. In fact the match of the day was a seven goal thriller between Ali Shaan and the Italian-sounding, Roberto Vernazza – sporting a Brazil shirt. Weird. But their wasn't anything strange about Roberto's *PES* skills, as his Brazil side sneaked a 4-3 victory over Ali – also playing as the South Americans. Rob Gibson and his band of *PES*-head friends strolled into the fray, confident of winning all their games. But only Rob managed this feat, winning all six of his matches. Rob's mate Scott Doman also fared well. He's currently occupying third spot in the league after winning five of his eight games. However, early results suggest that Vikas Kapoor is the player to watch, as he's raced into an early lead at the top of the table with six wins and one loss. With the grand finals coming up in September, we'd be surprised if Vikas wasn't one of the front runners for the title. Only time will tell, we guess. But it's good to finally see the Watford faction delivering some quality entertainment.

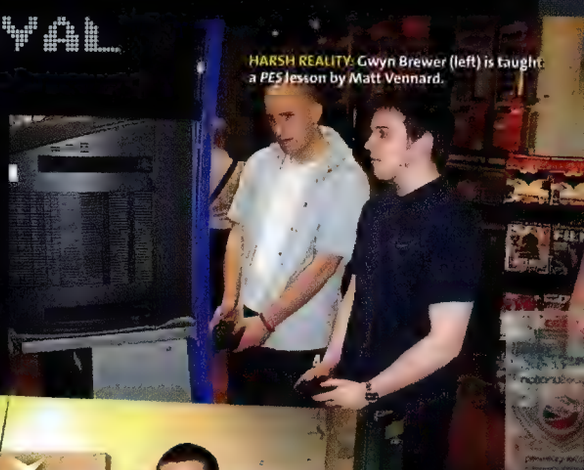
BELFAST LEAGUE

VENUE: VIRGIN MEGASTORE, ROYAL AVENUE, BELFAST
DATE: 11TH JUNE 2005

SO – THAT'S ONE DOWN, TWO TO GO

One of Belfast's Grand Final slots has been secured, but who will win the battle for the last two?

So now we know that Matt O'Neill has qualified for the *PES* League finals, but who'll join him? The smart money is on Alan Lavery who – after fifteen games – lies in third. He could even knock Matt off his perch at the top of the league if he wins his remaining five games. Phil McLaughlin is also a contender for a finals spot with his Czech Republic side, who won four of his five games at the last meeting. Daniel Steenson's Denmark could are also vying for a place, as they sit in second position at the moment. Also in contention is Matt Vennard, who hadn't lost any of his first twelve games. But a spanner was thrown into the works thanks to an unlucky thirteenth match against ref Ian Megahey. Following a close encounter, Ian scored with the last kick of the game to secure a 3-2 victory and stake his own claim for a final spot. Some new faces turned up to press for a shot at the league title, but they faded under the pressure of the league's top players, all getting beaten. Gwyn Brewer looked like the exception to this, but after winning his first two games, he then fell to three straight defeats. Keep going, fellas.



HARSH REALITY: Gwyn Brewer (left) is taught a *PES* lesson by Matt Vennard.

REFFING MADNESS: Belfast ref Ian Megahey (right) with Gary Lavery. Don't they make a lovely couple?

PES 2005

WHAT IS THE PES LEAGUE?

So, um, what is the *PES* league?
It's a national league competition, which is sponsored by PSM2 and played on Konami's *Pro Evolution Soccer 4*. Every year, it unearths the finest crop of *PES* players in the UK and pits them against each other to find the ultimate champion.

What can I win?
Well, if you get to the final, you're in with a chance of winning £500. Not only that, you also get an all-expenses paid trip abroad to take on Europe's finest players. Plus you get to meet PSM2. Too.

Where is the *PES* league held?
There are venues across the UK with regular meetings. Take a look at the table on the right for a list.

How can I enter?
Erm... you can't. Registration closed on April 7th, but there's always next year's competition.

PLAYER OF THE MONTH

Each month, a top player shares his winning *PES* secrets. Like this chap...

This Month:
James 'Jigga' Anderson
League:
Bluewater

Favourite Team?
"I like Brazil because the side oozes class, which I try my best to demonstrate."

Formation?
"I use a 4-3-3 attacking formation, which enables me to 'own' the whole pitch – wherever the ball may be."

Tactics?
"My number one tactic is to keep possession of the ball. What can the opponent do then? Nothing whatsoever. When I play with wingers, I choose to man mark the opposition. But if I play with a tight midfield, I play Zone Press. It keeps me strong and always totally ready for whatever might be thrown at me."

Secrets?
"The secret of my success is the love of the game. I believe in playing the game to the maximum it deserves. So if a skill move looks good, I try it. I'm also not afraid to shoot. Too many players look for that perfect goal from a position it's easy to score from. This works, but people need to shoot more. Oh, and my mum's chicken, so I don't get an empty stomach! That's an important one."

Last word?
"I want everyone to enjoy it. But this is my first time in the league and losing is not an option."

PSM2 + KONAMI

PRO EVOLUTION SOCCER nationalleague 04 05

pesleague.co.uk

VENUE: BOLD STREET, LIVERPOOL DATE: 4TH JUNE 2005

LIVING ON A PRAYER

Some players turn to God to win.

LORD OF LOSING: Reverend Richard Taylor, in all his glory.

Unlike table-topping Lee Price, Richard Taylor won't be going to the finals in September. Having lost seven of his eleven games, he restorted to desperate tactics – praying. Well, shouting "Oh God, get away!" every time his opponent attacked his area. Even divine intervention won't win him a place in the finals, though. The end of the season is almost in sight and Luke Henshall's France could be celebrating a trip to the Finals if he can cling onto second spot. After only losing one game in eighteen matches, Luke looks almost certain favourite to tie up a place. We'll find out next month who made it.

VENUE: PALLAS ATHENE INTERNET CAFE, EDINBURGH DATE: 18 JUNE 2005

THEY THINK IT'S ALL OVER... IT'S NOT YET

Edinburgh announces a cup competition to prolong the PES action.

League players who have no chance of placing in the top five Grand Final slots now have something else to play for – the *PES* cup. All league players are entitled to compete, which is a nice sweetener for the likes of Grant Wyper, currently propping the table up after losing all his six games. At the other end of the table, Stuart Cronin has completed his twenty games and looks to have won the league. The top five positions are all up for grabs, though.

GETTING SHIRT: Everybody's copying Mr Cronin's (right) style since he won the league.

EXTRA TIME

Selected UK-wide highlights from the rest of the *PES* League

1 Daniel Boeving of the Dublin league showed his clincial finishing prowess by banging in fourteen goals in just two matches. Awesome.

2 **The battle for to avoid Liverpool's wooden spoon title pitched brothers James and Stephen Hoult together. James's Brazil were just that bit too strong for Stephen's England side.**

3 Cocky *PES* ref Miguel Ruiz is confident of challenging for the title come Spetember. He recently sent an e-mail to us stating he's "probably the only ref likely to make it there". We'll see, Miguel, we'll see.

4 "Three lucky goals," is the only response James Bosdett could give on his 3-1 defeat to former UK champ Tim Samme. That's the spirit.

5 Well done Stuart Cronin of the Edinburgh faction, who's guaranteed himself a Grand Final place by totting up a forty-nine point haul.

6 **Is Louis Camacho a future *PES* champion? Based on his 9-1 and 7-0 victories in the London league, we'd bet money on him to at least challenge for the title.**

7 Anyone wanting a laugh and a descriptive view of the Belfast league proceedings, take a trip to see ref Ian Megahey's post match reports on www.pesleague.co.uk. Entertaining reading.

8 **Players from the Peterborough league – worry not.** A solution to the organisational woes at your Virgin Megastore venue, will be unveiled soon. So expect to be *PES*-ing again in the near future.

9 Self-confessed "best player in the Croydon league" Wayne Young slumped to two defeats and five draws. He was also beaten 1-0 by a ten-year-old boy. Mmm, how does that humble pie taste, Wayne?

10 If you play in the Bluewater league, keep an eye open for ex-Newcastle champion Tachakon Hamthanon, who'll be making an appearance this month.

PES'S PREMIER PLAYERS

Who's at the top of the *PES* league in your district? Find out here:

Anthony Bonsu – Netherlands
Played 20, Won 13, Drawn 3, Lost 4, Points 42

Stephen Clegg – Argentina
Played 17, Won 13, Drawn 3, Lost 1, Points 42

Lee Price – Netherlands
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Miguel Ruiz – Brazil
Played 18, Won 13, Drawn 1, Lost 4, Points 40

Dean Shearer – England
Played 16, Won 12, Drawn 3, Lost 1, Points 39

Matthew O'Neill – Brazil
Played 20, Won 14, Drawn 5, Lost 1, Points 47

Simon Webbe – France
Played 16, Won 13, Drawn 1, Lost 2, Points 40

James Rowberry – Brazil
Played 17, Won 10, Drawn 4, Lost 3, Points 34

Tim Samme – Brazil
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Peter Willis – France
Played 19, Won 15, Drawn 2, Lost 2, Points 47

Perry Bell – Brazil
Played 18, Won 15, Drawn 2, Lost 1, Points 47

Stuart Cronin – Brazil
Played 20, Won 16, Drawn 1, Lost 3, Points 49

Nolan Dickman – Brazil
Played 19, Won 16, Drawn 2, Lost 1, Points 50

Richard Marsh – England
Played 20, Won 17, Drawn 2, Lost 1, Points 53

Shui Ip – France
Played 19, Won 15, Drawn 3, Lost 1, Points 48

Vikash Kapoor – Brazil
Played 7, Won 6, Drawn 0 , Lost 1, Points 18

Tim Adegboye – Brazil
Played 17, Won 13, Drawn 3, Lost 1, Points 42

KONAMI

Special thanks to KONAMI

PRO DOJO

NEWS UPDATE! A fat load of entries, although you fellas don't seem to be entering the insane challenge of the month. This will earn you a LOT of points, and remember, points win PRIZES. So get your entries in or we'll never speak to you ever again.

Are YOU better than the best? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you top the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, so there's no excuse not to enter.

THE CHALLENGE ZONE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

BURNOUT 3

WE WANT

- Your highest Crash Mode scores.

RULES

- Tape your highest score on 'Cross Traffic'.

Not much movement on the *Burnout* table this month, but Paul Grundy's last-minute tape managed to get him into fifth place.

THE BEST SCORES

EVAN [illegible]	[illegible]440
ADAM PC[illegible]	420,184
JESSE WH[illegible]	04,607
TOM LUCAS	453,268
PAUL GRUNDY	400,982

CHALLENGE #2

KILLZONE

WE WANT

- Win a 10 minute death match against 10 bots.

RULES

- No cheats, any level, any weapon set.

Another sneaky last place entry, this time for Dojo legend Evan Harvey. Looks like Ian Watson will be the leader for a while...

THE BEST SCORES

IAN [illegible]	[illegible] KILLS
BRIAN DOOK[illegible]	[illegible] KILLS
STEPHEN [illegible]	[illegible] KILLS
SAM BOLTON	56 KILLS
EVAN HARVEY	56 KILLS

CHALLENGE #3

PRO EVO SOCCER 4

WE WANT

- Most goals in the first season of Master League.

RULES

- Five star difficulty, Default (Iorga etc) team.

Simon Hahn has been knocked from his perch by Mathew Bevan, but Matthew Hill is still leading. It's the battle of the Mat(t)hews.

THE BEST SCORES

MATTHEW [illegible]	[illegible]01
MATHEW BEVAN	[illegible]00
SIMON H[illegible]	81
J.C. KILLS	71
GRANT BARTER	68

CHALLENGE #4

THUG 2

WE WANT

- Your highest score on the Australia level.

RULES

- Any skater and strictly no stat upgrades at all.

No movement on the *THUG 2* chart. Want to replace it with something? Tell us and we'll ditch it! Get your suggestions in now.

THE BEST SCORES

EVAN H[illegible]	[illegible],476
JAMES HARDCA[illegible]	16,895
DAVID WAGNER	1,400,550
SIMON HAHN	312,400
JOHN BLONDELL	15,780,920

CHALLENGE #5

SPLINTER CELL CHAOS THEORY

WE WANT

- Your quickest completion of the Lighthouse level.

RULES

- Any difficulty mode you want and *no cheating*.

We had one entry for this challenge but the tape contained two episodes of Dead Ringers. Er, thanks, but we wanted *SC* times...

THE BEST SCORES

ANDY [illegible]	[illegible]0.32
DAN GRIFFITHS (PSM2)	35.21
NATHAN IRVINE (PSM2)	44.58
MILF COPPOCK (PSM2)	45.24
DAN DAWKINS (PSM2)	49.54

MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... 20 Points

DRIV3N TO D3STRUCTION

By Adam McDonald

Say what you will about *Driv3r* – the director mode is unlike anything else on PS2. From Adam McDonald comes another selection of utterly mesmerizing stunt-based replays, including an insane stunt with the extending bridge in Istanbul that sends his car flying for absolutely miles. Have 20 points, boss.

INSANE CHALLENGE OF THE MONTH

THIS MONTH: DRIV3R

The section where we get you to do fun things for kicks.

SUMO SURVIVAL

Dig out your copy of *Driv3r* and see if you can master the fun-but-difficult survival mode. Your go ends when your car is destroyed, so see how long you can last, on any level with any car. Most impressive gets the points, so go on...

LAST MONTH'S WINNER

WINNING ENTRY – 3 minutes 33 seconds

RICH HILL

Perhaps our hardest challenge yet – surviving for as long as possible on *Alien Hominid* – was bossed by Rich Hill. Good work, guy. Have 15 points.

CHALLENGE ZONE

grand theft auto San Andreas™

SHOW US YOUR MADSKILLZ!

1 CELEBRITY SNIPER

BY ALAN JONES

[redacted]

2 SINK OR SWIM

BY RICK PARK

After working up his swimming skills, Rick took his CJ for the mother of all swims, making his way from San Fierro to the countryside without stopping for breath.

3 GHETTO WARRIOR

BY JAMES BRADFIELD

James dressed in his finest ghetto wear – all in black to remain incognito – and went on a vigilante clean-up, ridding the streets of both Grove and Ballas gang members. Nice.

LEADER BOARD

1	GRANT BARTER	93 points
2	EVAN HARVEY	86 points
3	J.C. KILLS	76 points
4	Simon Hahn	44 points
5	Paul McAllen	30 points
6	David Savage	30 points
7	Azz Wallis	26 points
8	Brian Dooley	25 points
9	Adam McDonald	20 points
10	Jack Maggs	20 points

BUBBLING UNDER...

Robert Payne....14 points
David Callum....10 points
Peter Bard....10 points
Rick Park....10 points
Oliver Thompson....10 points
Ian Watson....10 points
Tom Lucas....10 points
Matthew Hill....10 points
Khalid Al-Jaff....10 points
Christopher Foy....10 points

CHALLENGE #6

10 Points

SSX 3

WE WANT

Your fastest time on the Peak One Jam.

RULES

Must use character with no stat upgrades.

Is Evan this good a snowboarder in real life? We doubt it, but his digital boarding skills are stellar. He's still the *SSX* king.

THE BEST SCORES

EVAN [redacted]
CHRISTOPHER FOX 3'47
JOEL SNAPE (PSM2) 5'45
ANDY KELLY (PSM2) 6'59
DAN GRIFFITHS (PSM2) 8'19

CHALLENGE #7

10 Points NEW CHALLENGE

GRAN TURISMO 4

WE WANT

Fastest lap time on the Laguna Seca Raceway.

RULES

You can use absolutely any car you like.

Simon Hahn is knocked off the number one spot by Paul Grundy. There are some tense battles going on here. Keep it up, fellers.

THE BEST SCORES

PAUL [redacted] 1'06"687
SIMON [redacted] 1'08"800
DAVE COOK (PSM2) 1'08"800
DAN DAWKINS (PSM2) 54"321
JOEL SNAPE (PSM2) 0'57"911

CHALLENGE #8

10 Points NEW CHALLENGE

FIFA STREET

WE WANT

As England, most goals against Brazil.

RULES

No rules, except of course, the laws of football.

Young Oliver is still the king of *FIFA Street*. Can you beat the lad's score? Get 12 goals and you'll win an amazing 10 points, remember...

THE BEST SCORES

OLIVER THOMPSON 11-4
DAN DAWKINS (PSM2) 2-2
DAVE COOK (PSM2) 1-0
JOEL SNAPE (PSM2) 1-1
ANDY KELLY (PSM2) 0-17

CHALLENGE #9

10 Points NEW CHALLENGE

TEKKEN 5

WE WANT

Fastest time through regular arcade mode.

RULES

Any character, vary your move set, please.

Ian Watson can't be touched. He's still king of *Tekken* and *Killzone*. Are you going to stand by and let this happen? Sort him out, pronto!

THE BEST SCORES

IAN [redacted]
ANDY KELLY (PSM2) 49.12
DAVE COOK (PSM2) 53.00
DAN GRIFFITHS (PSM2) 1'14.16
JOEL SNAPE (PSM2) 3:42.32

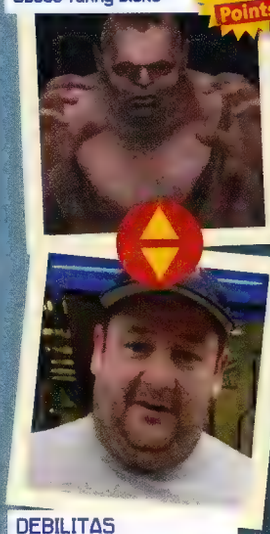
LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

JOHNNY VEGAS
Obese funny bloke

5 Points



DEBILITAS
Obese murderer

From Dan Bradley
"They're both fat and they'll both rip your head off. Well, one of them anyway."

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

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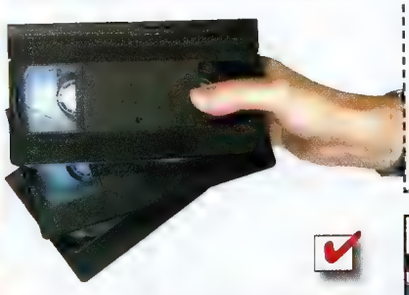

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I also include (eg. Moment/Insane Challenge of the month)
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As of right now, we're featuring our favourite runs on the DVD too. Get famous! Get involved! Send a tape now!

STOP PRESS: YET MORE ON PS3 TOTAL OVERDOSE REVIEWED ROLLING WITH KATAMARI DAMACY 2 PSP BUYER'S GUIDE

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

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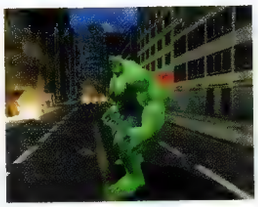
The Japanese version of *Pro Evo 5* gets cornered, tackled and kicked apart – all in the name of love – in our exclusive review!



HULKAMANIA!

Ultimate Destruction is here for the review treatment. Please don't make us angry. You wouldn't like us when we're angry. We smash the whole game apart.

WWE SMACKDOWN VS RAW 2006

Lot's more blood, gore and sexy lady wrestling action from the latest fruit-filled THQ grapple-pie!

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We've got the first play of samurai slasher *Genji*, pocket-szied mayhem in *Liberty City Stories* and a giant monkey in *King Kong*. Best queue at the shops now, eh?

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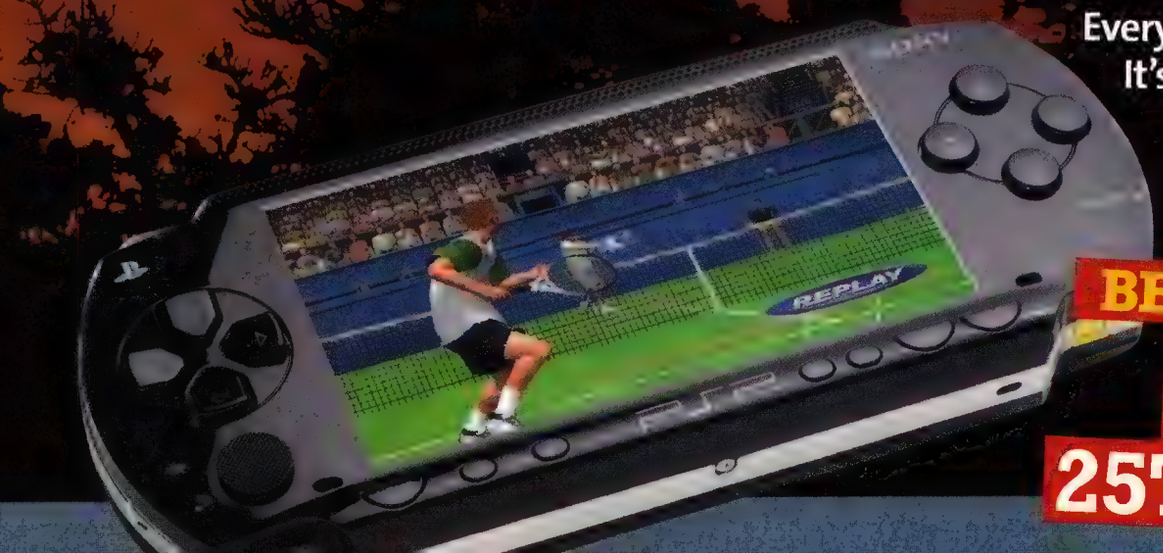

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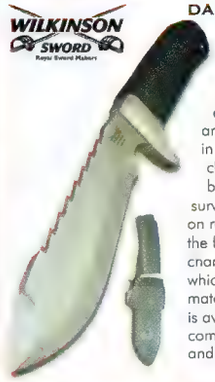
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CHOCO-TASTIC!

Forget stealth and killing – this season, it's all about the brown...

It's official! Chocolate's the new cel-shading! After years of boring games about guns and driving, the cocoa floodgates have opened thanks to Nestle's *brilliant* – repeat: *brilliant* – decision to release a game based on Smarties. For years we've had to get our choco-fix from kicking bins in Final Fight, but no more! With other publishers leaping on the bandwagon like rats onto a lovely dry ship, here's just a sniff of the brown thrills heading your way...

RUMBLE ROSES!

Sigh! as Brazilian Darkness unpeels her regal gold 'n' purple wrap to go up against Chunky Truffle. Ogle! Nutty Log as she literally melts on the beach in the special Voyeur-o-vision mode. And feel massively ashamed! moments after the ultimate Hazel In Caramel Vs Tangy Crème mud-match comes to its shuddering finale. This game is literally disgusting.

JANGO FETT: BOUNTY HUNTER!

Jango gets his choco-freak on chasing coconut products across the galaxy for his bloated paymasters, using nothing more than a silly-string lasso and an enormous spaceship. Starring Bernard Manning as the voice and jowls of Jabba The Hutt and Temuera Morrisson as absolutely everyone else.

ALTERED FEAST

Mud larks a-go-go as you take on the role of Rashomon Galastrix, who discovers he's been given the ability to morph into a peanut-studded ice lolly. From thereon, things get considerably less interesting as he spends the rest of the game slowly melting. Rated an ESRB 16 for gratuitous shots of moist brown nuts.

JONNY MOSELEY MAD TWIX!

After conquering the skiing world with custom-made fibreglass boards, Jonny aims to do it all again – only this time, with nothing more than two lightly rippled choco-biscuit bars strapped to his feet. Feel the cocoa-rush as Johnny leaves a brown streak on K2. Sort of like a giant skiddy truffle. Coming next year: Xavier Delerue's Chocolate Toboggan.

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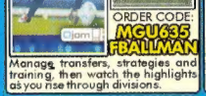
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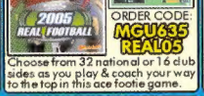
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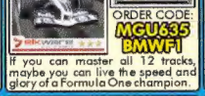
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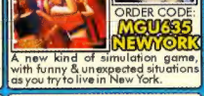
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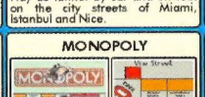
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